



ANIMALISM



SOME KINDRED FIND A WAY OF BECOMING ONE WITH THEIR BEASTS. THOSE WHO DO ARE THE MASTERS OF ANIMALISM.

THE ANIMALISM DISCIPLINE SEES MUCH USE AMONG VAMPIRES WHO STRUGGLE TO FIT IN OR HAVE NO TASTE FOR LIVING AMONG MORTALS. THEY THRIVE ON UNREFINED BLOOD AND SEEK TO FORM COMPANIONSHIP WITH NON-SAPIENT BEINGS.

IT IS ALSO A DEVASTATING WEAPON AGAINST VAMPIRES WHO CLING TO THEIR TOWERS, AND AGAINST INQUISITORS ALIKE.

NICKNAMES: DOOLITTLING, TAMING, BESTIAE SERMO

TYPE: MENTAL

MASQUERADE THREAT: LOW TO MEDIUM

BLOOD RESONANCE: ANIMAL BLOOD, PREFERABLY FERAL.

BOND FAMULUS

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ANIMALISM 1



YOU MAY MAKE A MENTAL BOND WITH AN ANIMAL COMPANION WITHOUT THE USE OF FERAL WHISPERS WITH A SUCCESSFUL CHARISMA + ANIMAL KIN ROLL AND GIVE IT A SIMPLE COMMAND (DIFFICULTY 2). INCREASE DIFFICULTY FOR MORE COMPLEX ORDERS.

A VAMPIRE WITH FERAL WHISPERS (ANIMALISM 2) AND SUBSUME THE SPIRIT (ANIMALISM 4) MAY USE THEM FREE WITH THEIR FAMULUS.

DURATION: ONLY DEATH RELEASES A FAMULUS ONCE BOUND, BUT REGULAR FEEDING OF VAMPIRIC BLOOD ARE REQUIRED, TO PREVENT FAMULUS FROM AGING.

SENSE THE BEAST

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ANIMALISM 1



YOU CAN SENSE THE BEAST PRESENT IN MORTALS, VAMPIRES, AND OTHER SUPERNATURALS, GAINING A SENSE OF THEIR NATURE, HUNGER, AND HOSTILITY WITH A SUCCESSFUL RESOLVE + ANIMALISM VS COMPOSURE + SUBTERFUGE ROLL.

ON A WIN, A CRITICAL GIVES THE USER INFORMATION ON EXACT TYPE OF CREATURE, AS WELL AS THEIR HUNGER OR RAGE LEVEL.

THIS POWER CAN BE BOTH ACTIVE AND PASSIVE, GIVING WARNINGS OF AGGRESSIVE INTENT IN THEIR IMMEDIATE VICINITY.

DURATION: PASSIVE

FERAL WHISPERS

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ANIMALISM 2



YOU CAN COMMUNICATE WITH THE BEASTS OF THE WILD AND THE CITY FOR FREE. HOWEVER, IF THE ANIMAL IS UNWILLING, A SUCCESSFUL MANIPULATION + ANIMALISM ROLL. THE DIFFICULTY DEPENDS ON THE TASK REQUESTED.

SUMMONING ANIMALS USE A CHARISMA + ANIMALISM ROLL; DIFFICULTY DEPENDS ON THE SCARCITY OF THE ANIMAL SUMMONED.

THE NUMBER OF ANIMALS SUMMONED DEPENDS ON THE MARGIN ON THE TEST; A CRITICAL WIN SUMMONS MOST, IF NOT ALL, ANIMALS OF THE TYPE IN THE AREA.

DURATION: ONE SCENE

ANIMAL SUCCULENCE

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ANIMALISM 3



YOU CAN SLAKE ADDITIONAL HUNGER BY FEEDING ON ANIMALS. IN ADDITION, THE VAMPIRE CAN CONSUME ITS FAMULUS, GAINING NOURISHMENT FAR BEYOND WHAT WOULD BE GAINED FROM AN ANIMAL OF SIMILAR STATURE AND ABSORBING A SLIVER OF ITS PRIMARY TRAIT.

FEEDING FROM ANIMALS SLAKES 1 ADDITIONAL HUNGER, AND THE VAMPIRE COUNTS THEIR BLOOD POTENCY AS TWO LEVELS LOWER IN REGARDS TO PENALTIES TO SLAKE HUNGER FROM ANIMALS.

CONSUMING ONE'S FAMULUS SLAKES 4 HUNGER, REGARDLESS OF ANIMAL SIZE.

DURATION: PASSIVE

QUELL THE BEST

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ANIMALISM 3



BY LOCKING EYES WITH A TARGET, THE VAMPIRE COWS THEIR INNER BEAST INTO TEMPORARY SLUMBER. MORTALS AFFECTED THUS BECOME APATHETIC, UNABLE TO TAKE ANY ACTIONS OTHER THAN TO STAY ALIVE, WHILE VAMPIRES' BESTIAL URGES ARE TEMPORARILY ABATED, FOR BETTER OR WORSE WITH A SUCCESSFUL CHARISMA + ANIMALISM VS STAMINA + RESOLVE ROLL.

A SUCCESSFUL ROLL INCAPACITATES A MORTAL TARGET FOR THAT SCENE OR PREVENTS VAMPIRES FROM USING BLOOD SURGES FOR A TURN, PLUS A NUMBER OF TURNS EQUAL TO THE WIN MARGIN ON THE CONTEST.

DURATION: ONE SCENE OR TURNS BY MARGIN PLUS ONE.

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ANIMALISM 3



AMALGAM: OBFUSCATE 2

A VAMPIRE WITH THIS ABILITY CAN EXTEND THEIR ANIMAL INFLUENCE TO SWARMS OF INSECTS SUCH AS FLIES OR ROACHES. CERTAIN VAMPIRES EVEN GO AS FAR AS TO ADOPT SWARMS OF FAMILIAR GIVING THEM PERMANENT HOME WITHIN THE FOLDS OR ORIFICES OF THEIR MALFORMED FLESH.

WHILE NESTING, THE SWARM IS UNDETECTABLE BY ANYTHING LESS THAN X-RAY AND ALLOWS THE SWARM, ALLOWING IT TO NURSE ON MINUTE AMOUNTS OF HOST VITAE NEEDED TO SUSTAIN IT INDEFINITELY.

DURATION: PASSIVE

SUBSUME THE SPIRIT

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ANIMALISM 4



YOU CAN COMPLETELY TRANSFER YOUR MIND INTO THE BODY OF AN ANIMAL AND USE ITS SENSES FREELY, EVEN DURING THE DAY SHOULD YOU MANAGE TO STAY AWAKE, WITH A SUCCESSFUL MANIPULATION + ANIMALISM ROLL. (DIFFICULTY 4) WHILE DOING THIS, YOUR BODY LIES IMMOBILE AS IF IN TORPOR. DEATH OF THE ANIMAL ENDS THE TRANCE AND CAUSES A POINT OF AGGRAVATED DAMAGE FROM THE SHOCK.

ON A CRITICAL WIN, A VAMPIRE CAN INHABIT THE ANIMAL INDEFINATELY, HOWEVER, THE SIGHT OF THE SUN REQUIRES A TEST FOR FEAR FRENZY, THOUGH THE SUNLIGHT DOES NO DAMAGE TO THE ANIMAL BEING RIDDEN.

DURATION: A SCENE OR INDEFINATELY

ANIMAL DOMINION

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ANIMALISM 5



YOUR VAMPIRIC HOLD OVER BEASTS IS NOW GREAT ENOUGH TO COMMAND FLOCKS AND PACKS AS IF THEY WERE EXTENSIONS OF YOUR OWN BODY. AT A GESTURE, ANIMALS LAY DOWN THEIR LIVES BY THE DOZENS, EVEN HUNDREDS, TO APPEASE THEIR MASTER.

CHOOSE A TYPE OF ANIMAL AND MAKE A CHARISMA + ANIMALISM ROLL WITH A DIFFICULTY DEPENDING ON THE NATURE OF THE ANIMALS AND ORDER GIVEN.

THIS POWER DOES NOT SUMMON ANIMALS, BUT COMPELS THOSE ALREADY PRESENT TO OBEY.

DURATION: A SCENE OR UNTIL DIRECTIVES ARE FULFILLED, WHICHEVER IS SHORTEST.

DRAWING OUT THE BEST

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ANIMALISM 5



YOU CAN PROJECT YOUR BEAST AT THE MOMENT OF TERROR OR FURY FRENZY, TRANSFERRING IT INTO A NEARBY SUBJECT, EITHER MORTAL OR VAMPIRE. THAT PERSON IMMEDIATELY EXPERIENCES THE FRENZY INSTEAD, GOING ON A MERCILESS RAMPAGE OR FLEEING IN TERROR DEPENDING ON THE TRIGGER ON A SUCCESSFUL WITS + ANIMALISM VS COMPOSURE + RESOLVE ROLL.

LATER STIMULI CAN STILL PROVOKE FRENZY IN THE USER, BUT THEY CAN STILL USE THIS POWER AS LONG AS THEY CAN STILL MAKE ROUSE CHECKS AND FURTHER TARGETS ARE AVAILABLE.

DURATION: FRENZY DURATION

AUSPEX



AMONG THE GREATEST GIFTS AND WORST CURSES AFFLICTING VAMPIRES, THE DISCIPLINE OF AUSPEX ALLOWS KINDRED TO DISCERN TRUTH FROM LIES, PROBE THE MINDS OF THOSE AROUND THEM, AND PERCEIVE REALITY ON A DIFFERENT LEVEL THAN OTHER BEINGS.

THEY MAY DETECT AN ASSASSIN'S BLADE BEFORE IT STRIKES, SENSE THE EVERY SHIFT IN EMOTION OF SOMEONE, AND SEE THINGS THEY WISH THEY HAD NOT.

USERS OF AUSPEX INVITE PARANOIA, BUT USING IT IS ADDICTIVE. ONCE YOU KNOW THE TRUTH RESTS WITHIN YOUR GRASP, YOU SEEK IT OUT AT EVERY OPPORTUNITY.

NICKNAMES: VOYEURISM, SCRYING, ANIMA VISUS

TYPE: MENTAL

MASQUERADE THREAT: LOW.

BLOOD RESONANCE: PHLEGMATIC.

HEIGHTENED SENSES

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AUSPEX 1



YOUR SENSES SHARPEN TO A PRETERNATURAL DEGREE, GIVING YOU THE ABILITY TO SEE IN PITCH DARKNESS, HEAR ULTRASONIC FREQUENCIES, AND SMELL THE FEAR OF COWERING PREY. YOU CAN ADD YOUR AUSPEX RATING TO ALL PERCEPTION ROLLS.

HOWEVER, IF EXPOSED TO EXTREME SENSATIONS, SUCH AS LOUD BANGS, FLASHES OF INTENSE LIGHTING, OR OVERPOWERING SMELLS WHILE ACTIVATED, YOU MUST SUCCEED ON A WITS + RESOLVE (DIFFICULTY 3 OR MORE) ROLL TO DAMPEN YOUR SENSES IN TIME, OR THE OVERLOAD CAUSES YOU TO SUSTAIN A +3 DICE PENALTY TO ALL PERCEPTION BASED ROLLS FOR THE REST OF THE SCENE.

DURATION: UNTIL DEACTIVATED

SENSE THE UNSEEN

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 **AUSPEX 1**

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YOUR SENSES ARE ATTUNED TO DIMENSIONS BEYOND THE MUNDANE, ALLOWING THEM TO SENSE THE PRESENCES OTHERWISE HIDDEN FROM THE NAKED EYE.

THIS CAN BE ANYTHING FROM THE USE OF OBFUSCATE, TO SOMEONE USING AUSPEX TO SPY UPON THE CHARACTER, TO A GHOST IN THE MIDDLE OF THE ROOM. DOMAT BLOOD SORCERY SPELLS AND RITUALS MIGHT ALSO BE FOUND WITH THIS POWER.

FOR SUPERNATURAL HIDING IN PLAIN SIGHT, A ROLL OF WITS + AUSPEX (DIFFICULTY CHOSEN BY ST). FOR ACTIVELY SEARCHING FOR HIDDEN SUPERNATURAL ENTITIES, A ROLL OF RESOLVE + AUSPEX IS REQUIRED.

DURATION: PASSIVE

PREMONITION

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 AUSPEX 2

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YOU EXPERIENCE FLASHES OF INSIGHT THAT MAY TAKE THE FORM OF RAISED HACKLES, SUDDEN INSPIRATION, OR EVEN VIVID VISIONS. WHILE NEVER TOO PERCISE, THESE VISIONS CAN NUDGE YOU OUT OF HARM'S WAY OR REVEAL A TRUTH PREVIOUSLY OVERLOOKED.

WHEN ST APPROPRIATE, YOU GET A SUDDENT HINT THAT AIDS YOU IN SOME WAY OR USERS CAN ALSO ACTIVELY PROVOKE A PREMONITION BY FOCUSING ON A SUBJECT, MAKING A ROUSE CHECK AND ROLLING RESOLVE + AUSPEX. (DIFFICULTY DETERMINED BY THE LEVEL OF INSIGHT ON THE SUBJECT, IF ANY.)

DURATION: PASSIVE

SCRY THE SOUL

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Auspex 3



By focusing on a person, an succeeding on a Intelligence + Auspex Vs Composure + Subterfuge roll, the vampire can perceive the state of that person's psyche as a shifting aura of colors. Auras reveal little precise information, but do provide clues regarding emotional states, resonance, and supernatural traits. If looking for a specific condition, the vampire can cursorily scan the crowd to detect it. Such cursory scans provide no further information.

On a successful roll, ST will truthfully answer a questions equal to the success margin.

Duration: One turn or ST discretion.

SHARE THE SENSES

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Auspex 3



REACHING OUT WITH YOUR MIND, YOU CAN TAP INTO ONE, SOME, OR ALL OF ANOTHER PERSONS SENSES. YOU STILL RETAIN YOUR PERCEPTIONS AND ARE STILL AWARE OF YOUR SURROUNDINGS, THOUGH THE EFFECT REQUIRES SOME GETTING USED TO. WHEN USED ON A STRANGER, THIS POWER REQUIRES LINE OF SIGHT TO INITIATE. HOWEVER, IT CAN BE USED OVER LONG DISTANCES ON SOMEONE WHO HAS HAD SOME OF THE USERS VITEA IN THEIR BODY.

A SUCCESSFUL RESOLVE + AUSPEX ROLL, DIFFICULTY 3 OR MORE, DEPENDING ON DISTRACTIONS, DISTANCE, AND OTHER FACTORS.

DURATION: ONE SCENE

Spirit's Touch

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Auspex 4



TOUCHING AN INANIMATE OBJECT OR THE GROUND AT A LOCATION, YOU CAN SENSE THE EMOTIONAL RESIDUE LEFT BY THOSE WHO HAVE HANDLED THAT OBJECT OR VISITED THAT LOCATION IN THE PAST. YOU GAIN INSIGHT INTO NOT ONLY THAT PERSON, BUT ALSO WHAT WAS DONE AND UNDER WHAT CIRCUMSTANCES. WHILE RARELY CLEAR, THE INFORMATION OFTEN PROVIDES LEADS IMPOSSIBLE TO GAIN FROM REGULAR FORENSICS AND DEDUCTION.

A SUCCESSFUL INTELLIGENCE + AUSPEX ROLL VS ST PROVIDED DIFFICULTY. EACH ADDITIONAL SUCCESS ALLOWS ADDITIONAL PREVIOUS HANDLERS AND CIRCUMSTANCES.

DURATION: ONE TURN

CLAIRVOYANCE

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Auspex 5



BY CLOSING THEIR EYES AND ENTERING A LIGHT TRANCE FOR A FEW MINUTES, YOU BECOME MASTER OF YOUR SURROUNDINGS AND CAN GATHER INFORMATION FROM ROUGHLY A CITY BLOCK SIZED AREA (MORE IF OUTDOORS OR LESS POPULATED) THAT WOULD NORMALLY TAKE MANY HOURS, PERHAPS A FEW DAYS, OF LEG WORK AND INVESTIGATION.

WITH A SUCCESSFUL INTELLIGENCE + AUSPEX ROLL, AGAINST A DIFFICULTY BASED ON THE SECURITY AND LEVEL OF ACTIVITY OF THE AREA. YOU CAN ALSO MONITOR EVENTS IN PROGRESS, THOUGH THIS REQUIRES YOU REMAIN IN THE AREA FOR AS LONG AS THE EFFECT IS ACTIVE.

DURATION: A FEW MINUTES OR UP TO A FULL NIGHT.

POSSESSION

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 **AUSPEX 5**



AMALGAM: DOMINATE 3

WITH A SUCCESSFUL RESOLVE + AUSPEX ROLL, YOU CAN STRIP THE WILL OF A MORTAL AND COMPLETELY POSSESS THEIR BODY, USING IT AS YOUR OWN. WHILE IN CONTROL, YOU GO ANYWHERE AND DO ANYTHING, SUCH AS EXPERIENCE SUNLIGHT, EAT FOOD, INDULGE IN SEXUAL ENCOUNTERS, LEAVING THE HOST TO PAY THE PRICE FOR WHATEVER ABUSE THE VAMPIRE WREAKS ON THEIR BODY WHILE RIDING IT. THE VICTIM CAN RESIST WITH A RESOLVE + INTELLIGENCE ROLL, THAT IF ON, MAKES THE VICTIM IMMUNE TO FURTHER POSSESSION ATTEMPTS FOR THE DURATION OF THE STORY.

DURATION: UNTIL ENDED, VOLUNTARILY OR INVOLUNTARILY.

BLOOD SORCERY



BLOOD SORCERY, OR "THAUMATURGY", IS A SPECIAL DISCIPLINE IN THAT IT BOTH CONFERS POWERS, LIKE OTHER DISCIPLINES, AND ALSO UNLOCKS THE ABILITY TO PERFORM MYSTIC RITUALS.

TO PRACTICE BLOOD SORCERY IS TO TWIST ONE'S OWN VITAE INTO SUBMISSION. ANY FORM OF THIS POWER REMINDS A VAMPIRE THAT THEY'RE FAR FROM HUMAN, AS NO MORTAL COULD WIELD MAGIC IN THIS WAY.

NICKNAMES: A KIND OF MAGIC, THAUMATURGY, QUIETUS

TYPE: SORCERY

MASQUERADE THREAT: LOW TO HIGH

BLOOD RESONANCE: SANGUINE

A TASTE FOR BLOOD

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BLOOD SORCERY 1



BY TASTING A DROP OF BLOOD, THE USER CAN DISCERN CERTAIN BASIC TRAITS OF THE ONE TO WHOM IT BELONGS.

THE USER DABS THE BLOOD ON THEIR TONGUE AND MAKES A RESOLVE + BLOOD SORCERY ROLL (DIFFICULTY 3). WITH A WIN, THE USER CAN DETERMINE THE RESONANCE AND INTENSITY OF THE BLOOD IF HUMAN. THEY CAN ALSO IDENTIFY WHETHER THE BLOOD BELONGS TO A MORTAL, GHOUL, VAMPIRE, OR OTHER SUPERNATURAL CREATURE, BUT MAY NOT NECESSARILY BE ABLE TO IDENTIFY THE SUPERNATURAL CREATURE IF NOT KINDRED OR GHOUL.

DURATION: N/A

CORROSIVE VITAE

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BLOOD SORCERY 1



ALTERING THE PROPERTIES OF SOME OF THEIR OWN BLOOD, THE USER CAN MAKE IT HIGHLY CORROSIVE TO DEAD SUBSTANCES, ABLE TO CORRODE MOST ITEMS DOWN TO STEAMING SLUDGE, GIVEN ENOUGH TIME AND BLOOD SHED.

THE USER CONCENTRATES FOR A TURN AND FORCES BLOOD THROUGH AN OPEN, USUALLY SELF-INFLICTED, WOUND. THE USER THEN SPILLS THEIR BLOOD ON A NONLIVING OBJECT (EXCEPT UNLIVING FLESH SUCH AS THAT OF THE KINDRED) TO CORRODE AND DECOMPOSE IT.

DURATION: N/A

EXTINGUISH VITAE

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BLOOD SORCERY 2



THE USER CAN INTENTIONALLY REMOVE THE UNLIFE GIVING PROPERTIES OF SOME OF THE BLOOD IN ANOTHER VAMPIRE, STOKING THEIR HUNGER AS THE VICTIM'S INNER RESERVES CURDLE INTO IMPOTENCE.

THE USER ROLLS A CONTEST OF INTELLIGENCE + BLOOD SORCERY VS THE STAMINA + COMPOSURE OF A TARGET VAMPIRE IN LINE OF SIGHT WHILE CONCENTRATING FOR A TURN AND GESTURING SUBTLY. A WIN INCREASES THE TARGET'S HUNGER BY ONE WHILE A CRITICAL WIN INCREASES IT BY TWO. THE VICTIM CAN DISCERN WHO AFFLICTS THEM IF THEY CAN SEE THE USER WHILE MAKING AN INTELLIGENCE + OCCULT VS WITS + SUBTERFUGE ROLL.

DURATION: N/A

BLOOD OF POTENCY

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BLOOD SORCERY 3



THE USER CAN CONCENTRATE THEIR BLOOD, INCREASING ITS POTENCY TEMPORARILY BY MAKING A RESOLVE + BLOOD SORCERY ROLL AGAINST A DIFFICULTY OF 2 + THEIR BLOOD POTENCY. A WIN INCREASES THEIR BLOOD POTENCY BY ONE FOR THAT SCENE; A CRITICAL WIN INCREASES IT BY TWO. THE VAMPIRE CAN USE THIS POWER TO EXCEED THEIR GENERATION LIMIT ON BLOOD POTENCY DURING ITS DURATION.

DURATION: ONE SCENE OR ONE NIGHT

SCORPION'S TOUCH

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BLOOD SORCERY 3



THE VAMPIRE CAN TRANSMUTE SOME OF THEIR BLOOD INTO A PARALYZING POISON, CAPABLE OF AFFECTING MORTALS AND VAMPIRES ALIKE. THEY CAN USE THIS ICHOR TO COAT BLADED WEAPONS, OR EVEN SPIT IT AT A TARGET. SCORPIONATED BLOOD INCAPACITATES AFFECTED MORTALS, WHILE HAMPERING VAMPIRES IF NOT NECESSARILY RENDERING THEM HELPLESS. SPECIFIC BREATHING AND BIOFEEDBACK EXERCISES PRACTICED BY SOME SECRET SOCIETIES FORM THE BEST DEFENSE AGAINST THIS BLOOD, ASIDE FROM FORTITUDE.

DURATION: THE POISON REMAINS POTENT FOR ONE SCENE.

THEFT OF VITAE

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BLOOD SORCERY 4



THROUGH MYSTICAL MEANS THE VAMPIRE OPENS A WOUND IN A MAJOR ARTERY OF A MORTAL VICTIM, BLOOD SHOOTING OUT THROUGH THE AIR IN A STREAM TOWARD THE OPEN MOUTH OF THE USER. THIS HAS THE ADDITIONAL EFFECT OF KEEPING THE MORTAL SUBDUED AS IF IN THE THROES OF THE KISS, AND THE WOUND CLOSES BY ITSELF ONCE THE EFFECT ENDS, WHETHER THE VICTIM EXPIRED OR NOT. THIS POWER IS EXTREMELY SPECTACULAR AND A POTENTIAL MASQUERADE BREACH WHILE IN PROGRESS, BUT ONCE ENDED LEAVES NO TRACES.

DURATION: ONE FEEDING

BAAL'S CARESS

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BLOOD SORCERY 5



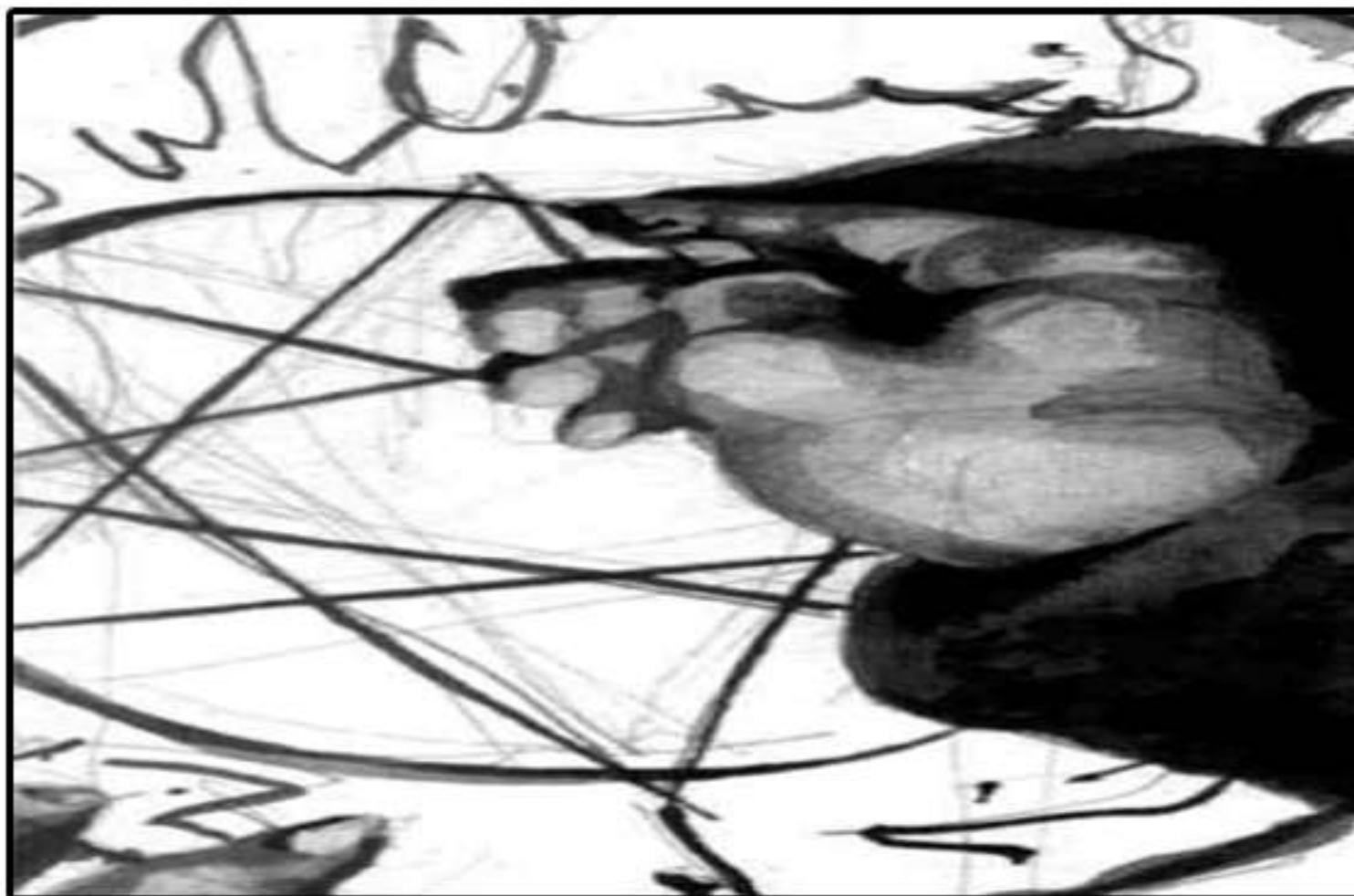
THE VAMPIRE CAN TRANSMUTE THEIR BLOOD INTO AN EXTREMELY AGGRESSIVE POISON, LETHAL TO MORTAL AND KINDRED ALIKE.

IF THE POISON HITS, THE USER ROLLS A CONTEST OF STRENGTH + BLOOD SORCERY VS STAMINA + OCCULT. (VAMPIRES WITH FORTITUDE MAY RESIST WITH FORTITUDE IN LIEU OF THE OCCULT SKILL.)

DURATION: THE POISON REMAINS POTENT FOR ONE SCENE

CAULDRON OF BLOOD

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BLOOD SORCERY 5

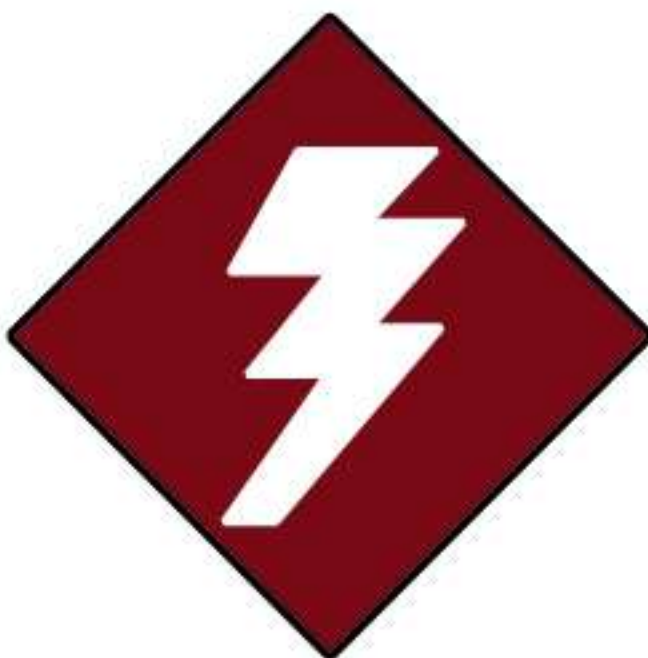


THIS GRUESOME POWER LETS THE USER BOIL THE VITAE OF A VICTIM IN THEIR OWN VEINS, CAUSING MASSIVE DAMAGE AND EXCRUCIATING PAIN. WHILE THERE ARE MORE EFFICIENT WAYS TO KILL, FEW METHODS APPROACH THIS LEVEL OF CRUELTY.

THE USER PAYS THE COST AND TOUCHES THE VICTIM (DEXTERITY + ATHLETICS IN COMBAT OR SIMILAR SITUATIONS), ROLLING A CONTEST OF RESOLVE + BLOOD SORCERY VS COMPOSURE + OCCULT. (VAMPIRES WITH FORTITUDE MAY RESIST WITH COMPOSURE + FORTITUDE.)

DURATION: ONE TURN

CELERITY



THE ABILITY TO STRIKE FAST, DODGE BLOWS, AND ESCAPE PURSUERS ALLOWS KINDRED TO BECOME EXTREMELY EFFECTIVE PREDATORS. CELERITY ENABLES VAMPIRES TO MOVE FASTER THAN ANY NATURAL CREATURE, THOUGH IT DOES MORE THAN GRANT A SUPERNATURAL SPEED, WITH VAMPIRES EMPLOYING IT ACTUALLY APPEARING TO THINK ALMOST AS FAST AS THEY ACT.

NICKNAMES: BOLTING, SLIPPING, VELOCITAS

TYPE: PHYSICAL

MASQUERADE THREAT: MEDIUM TO HIGH

BLOOD RESONANCE: CHOLERIC

CAT'S GRACE

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CELERITY 1



THE VAMPIRE GAINS A BALANCE AND GRACE EQUAL TO AND SURPASSING WORLD-CLASS TRAPEZE ARTISTS. THEY CAN WALK AND EVEN RUN ACROSS LEDGES AND WIRES EFFORTLESSLY AND CAN KEEP THEIR BALANCE ON THE SLIMMEST OF SUPPORTS.

THE USER AUTOMATICALLY PASSES ANY DEXTERITY OR ATHLETICS BASED ROLLS NEEDED TO KEEP THEIR BALANCE.

NOTE THAT THIS POWER DOES NOT ALLOW THEM TO BALANCE ON SUPPORT THAT CANNOT TAKE THEIR WEIGHT.

DURATION: PASSIVE

RAPID REFLEXES

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CELERITY 1



WHILE THEIR BODIES STILL CAN'T DEFY THE LAWS OF NATURE, VAMPIRES WITH THIS POWER PERCEIVE EVENTS INSTANTLY AND CAN REACT TO THEM WITH SUPERHUMAN ALACRITY. THEY CAN OBSERVE INCOMING PROJECTILES TO THE EXTENT THAT THEY CAN ATTEMPT TO DODGE ARROWS AND EVEN BULLETS WITHOUT AVAILABLE COVER.

WITH THIS POWER, VAMPIRES SUFFER NO PENALTY TO THEIR DEFENSE POOLS FOR LACK OF COVER AGAINST FIRE-ARMS ATTACKS. THEY CAN ALSO TAKE A MINOR ACTION (SEE p. 298) WORTH UP TO TWO DICE PER TURN, SUCH AS READYING OR RELOADING A WEAPON, FOR FREE.

DURATION: PASSIVE

FLEETNESS

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CELERITY 2



THEIR MASTERY OF CELERITY NOW ALLOWS THE VAMPIRE TO MOVE AND REACT WITH DIZZYING SPEED.

ADD THE CELERITY RATING TO USER'S DICE POOL FOR NON-COMBAT DEXTERITY TESTS. ONCE PER TURN THE USER MAY ALSO DO THIS WHEN DEFENDING WITH DEXTERITY + ATHLETICS.

DURATION: ONE SCENE

BLINK

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CELERITY 3



THE VAMPIRE SWIFTLY CLOSES IN ON A FOE, ENGAGING OR ESCAPING IN THE BLINK OF AN EYE. TO AN UNPREPARED OBSERVER THE USER ALMOST APPEARS TO TELEPORT, A RUSH OF WIND THE ONLY SIGN OF THEIR PASSING.

IF THE TERRAIN IS IN ANY WAY HAZARDOUS, THE CHARACTER NEEDS TO MAKE A WITH A DEXTERITY + ATHLETICS ROLL TO AVOID STUMBLING AND COMING TO A HALT ON THE WAY. YOU MOVES IN A STRAIGHT LINE TOWARD A TARGET, COVERING ANY DISTANCE UNDER 50 METERS WHILE STILL HAVING ENOUGH TIME TO PERFORM AN ACTION, SUCH AS AN ATTACK, DURING THE TURN.

DURATION: ONE TURN

TRAVERSAL

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CELERITY 3



WITH BLURRING SPEED THE VAMPIRE CAN RUN OR CLIMB ALONG ANY SURFACE, INCLUDING VERTICAL AND EVEN LIQUID MEDIUMS. WHILE TRAVERSAL DOES NOT GRANT INSECT-LIKE SUPERNATURAL TRACTION, RUNNING UP OR ALONG WALLS PRESENT LITTLE PROBLEM. WALKING ON WATER REMAINS IMPOSSIBLE, BUT THE VAMPIRE CAN RUN ON WATER FOR A LIMITED DISTANCE GIVEN A RUN-UP.

DEXTERITY + ATHLETICS ROLL WITH A DIFFICULTY OF 3 (INCLINED SURFACE WITH TRACTION) TO 6 (SLICK VERTICAL SURFACE, OPEN WATER), DEPENDING ON THE SURFACE AND ANGLE.

DURATION: ONE TURN

DRAUGHT OF ELEGANCE

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CELERITY 4



THE VITAE OF THE VAMPIRE BECOMES SATURATED WITH THE POWER OF CELERITY, CONVEYING A PART OF THAT POWER TO ANYONE WHO DRINKS OF IT. ALLIES BRAVE A SIP ARE REWARDED WITH TEMPORARY GIFT OF POWER EQUAL TO HALF THE CELERITY DOTS (ROUNDED DOWN) OF THE DONOR.

THE DRINKER GAINS THE SAME NON-AMALGAM POWERS AS THE DONOR'S, UP TO THAT LEVEL.

DURATION: ONE NIGHT; FOR VAMPIRES, UNTIL THE NEXT FEEDING OR THE VAMPIRE REACHES HUNGER 5

UNERRING AIM

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CELERITY 4



AMALGAM: AUSPEX 2

THE WORLD AROUND THEM SLOWING TO A CRAWL, THE VAMPIRE CAN AIM AND THROW OR FIRE ANY WEAPON AT A TARGET AS IF THE TARGET WERE STATIONARY.

BEFORE MAKING A RANGED ATTACK. THE TARGET MAKES NO ROLL TO DODGE OR DEFEND; MAKE THE ATTACK AT DIFFICULTY 1. AN OPPONENT POSSESSING CELERITY 5 CAN NULLIFY THIS POWER BY MAKING THEIR OWN ROUSE CHECK, DEFENDING AT THE SAME SPEED.

DURATION: A SINGLE ATTACK

LIGHTENING STRIKE

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CELERITY 5



FASTER THAN THE EYE CAN FOLLOW, THE VAMPIRE CAN STRIKE WITH FIST OR MELEE WEAPON AT SUCH SPEED THAT THE OPPONENT IS UNABLE TO DEFEND OR TAKE EVASIVE ACTION.

USE BEFORE MAKING A BRAWL OR MELEE ATTACK. THE OPPONENT MAKES NO ROLL TO DODGE OR DEFEND; MAKE THE ATTACK AT DIFFICULTY 1. AN OPPONENT POSSESSING CELERITY 5 CAN NULLIFY THIS POWER BY MAKING THEIR OWN ROUSE CHECK, DEFENDING AT THE SAME SPEED.

DURATION: A SINGLE ATTACK

SPLIT SECOND

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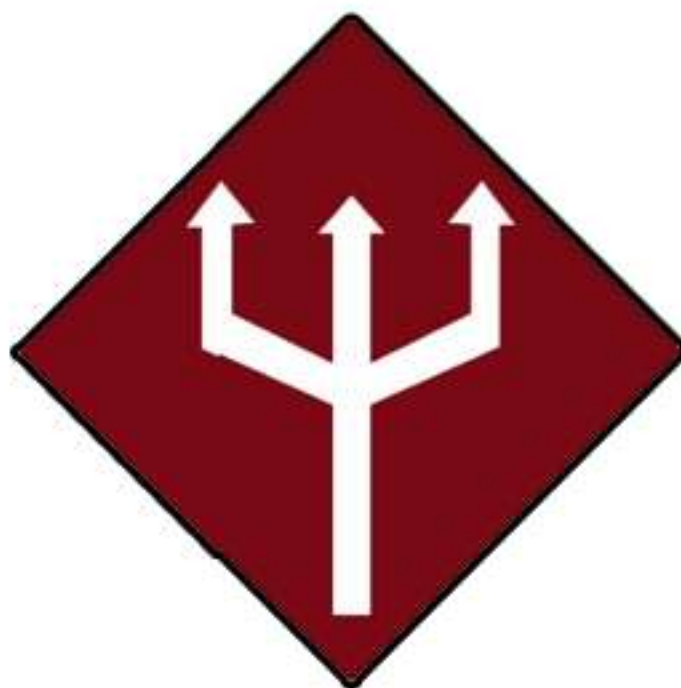
CELERITY 5



THE SPEED AT WHICH THE VAMPIRE MOVES CATCHES UP WITH THEIR SUPER-CHARGED PERCEPTION, ALLOWING THEM TO REACT TO EVENTS AROUND THEM AT A MOMENT'S NOTICE. AMBUSHERS FIND THEIR PREY ALREADY STANDING BEHIND THEM, AND FAVORS ASKED ARE COMPLETED BEFORE THE WORDS LEAVE THE SUPPLICANTS MOUTH.

DURATION: ROUGHLY ONE ACTION, AS DETERMINED BY THE STORY-TELLER.

DAIMONION



A DIABOLIC DISCIPLINE PRACTICED ONLY BY THE BAALI AND THE VERY WORST VAMPIRE INFERNALISTS. ITS POWER IS THAT OF THE DEVIL HIMSELF, AND THROUGH THE USE OF DAIMONION THE BAALI DRAW UPON THE FORCES OF HELL AND ITS DEMONS TO DEMORALIZE AND CRIPPLE THEIR ENEMIES.

TYPE: SORCERY

MASQUERADE THREAT: LOW TO HIGH

BLOOD RESONANCE: CHOLERIC

SENCE THE SIN

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DAIMONION 1



A REAL MARK ALWAYS CONVINCES HIMSELF. THE MOST DANGEROUS BAALI AREN'T THE ONES THAT USE EXTORTION, THREATS, OR OVER DISPLAYS OF POWER; THE MOST DANGEROUS DEMONS SIMPLY KNOW HOW TO TALK THEIR VICTIMS INTO CUTTING THEIR OWN THROATS. THIS POWER ALLOWS THE BAALI TO FIND A TARGET'S VICE.

THE PLAYER ROLLS DAIMONION + INSIGHT; THE DIFFICULTY IS EQUAL TO THE SUBJECT'S HUMANITY RATING. IF SUCCESSFUL, THE BAALI CAN SENSE THE SUBJECT'S GREATEST WEAKNESS. THE SIGNIFICANCE OF THIS INFORMATION IS DICTATED BY THE DEGREE OF SUCCESS:

FEAR THE VOID BELOW

0 



DAIMONION 2



ONCE THE BAALI HAS MASTERED READING A SUBJECT'S DARKEST SECRETS, HE CAN REACH INTO THE VICTIM'S MIND AND TWIST WHAT HE FINDS THERE. THE SHOCK OF FEELING ONE'S SENDS THE VICTIM INTO CATATONIA OR FITS OF PANIC.

THE BAALI MUST FIRST DISCERN THE TARGETS FLAW, EMPLOYING SENSE THE SIN OR SOME OTHER METHOD. SHE MUST THEN SPEAK TO THE TARGET, PLAYING UPON HIS INADEQUACIES AND THE INESCAPABLE CONSEQUENCES OF HIS SHORTCOMINGS.

IF THE KINDRED TARGET GARNERS MORE SUCCESSES THAN THE BAALI DID ON HER ORIGINAL ROLL, HE RESISTS THE POWER COMPLETELY.

CONFLAGRATION

1



DAIMONION 3



NOT ALL OF THE BAALI'S POWERS ARE DESIGNED FOR MANIPULATION AND SUBTLETY. THE DEMONS CAN ALSO CALL UP THE FIRE FROM THE REALMS OF THEIR INFERNAL PATRONS, HURLING IT AT THEIR ENEMIES IN EXULTATION OF THE OUTER DARK. THIS FIRE SPREADS AND BURNS NORMALLY, BUT WHEN IT IS FIRST CREATED IT IS BLACK AND COLD, AS THOUGH DRAWN FROM A PLACE WHERE TERRESTRIAL PHYSICS DO NOT APPLY.

THE PLAYER BURNS THEIR OWN VITAE MAKING A ROUSE CHECK. THIS CREATES A BOLT OF BLACK FLAME THAT INFLECTS ONE DIE OF AGGRAVATED DAMAGE; MORE ROUSE CHECKS MAY BE MADE TO INCREASE THE SIZE AND DAMAGE OF THE FLAME. SUCH FIRES ARE FLEETING AND DISSIPATE AT THE END OF THE TURN UNLESS FURTHER VITAE IS USED.

PSYCHOMACHIA

1



DAIMONION 4



WITH THIS POWER, THE BAALI COMBINES HIS ABILITY TO READ THE PSYCHE OF A VICTIM WITH THE ABILITY TO SUMMON UP MATTER FROM THE OUTER DARK. PSYCHOMACHIA PITS A VICTIM AGAINST THE MOST DANGEROUS, SHAMEFUL PARTS OF HER OWN SUBCONSCIOUS.

THE VAMPIRE, AFTER LEARNING THE TARGETS TRAGIC FLAW, FORCES THE SUBJECT'S PLAYER TO ROLL HER RESOLVE OR COMPOSURE (DIFF 6). FAILING THIS ROLL PITS THE TARGET AGAINST AN APPARITION SUMMONED FROM HER DARKER SELF, PERCEPTIBLE TO THE SUBJECT ONLY.



DAIMONION 5



THE BAALI LEVIES A CURSE UPON THE VICTIM. THE MORE SKILLFUL IN HER DARK STUDIES THE BAALI HAS BECOME, THE DIRER THE CURSE IS LIKELY TO BE. LEGEND STATES THAT SOME BAALI CAN WIELD CURSES SO FOUL THAT THE VICTIMS ATTEMPT SUICIDE AFTER A SINGLE NIGHT ONLY TO FIND THAT THEY CAN NO LONGER DIE.

A DAIMONION + OCCULT ROLL (DIFF EQUAL TO THE SUBJECT'S WILLPOWER) DICTATES THE LENGTH AND SEVERITY OF THE CURSE. SUCCESSES MUST BE SPLIT BETWEEN BOTH THESE EFFECTS.

AT ANY TIME, THE BAALI MAY CHOOSE TO END THE CURSE. ST'S SHOULD FEEL FREE TO INVENT CREATIVE OR STORY APPROPRIATE CURSES.

DOMINATE



DOMINATE GRANTS THE VAMPIRE THE ABILITY TO CONTROL THE ACTIONS OF OTHERS, MANIPULATE THEIR MEMORIES, AND FORCE LIVING CREATURES INTO ACTS THEY WOULD NOT PERFORM OF THEIR OWN VOLITION.

AT ITS MOST BASIC, DOMINATE ENABLES A VAMPIRE TO MAKE A VICTIM FORGET. AT ITS MOST DANGEROUS, IT ALLOWS KINDRED TO ENSLAVE ENTIRE CROWDS OF KINE.

NICKNAMES: SNAKE CHARMING, MESMERISM, MENTIS IMPERIUM

TYPE: MENTAL

MASQUERADE THREAT: LOW

BLOOD RESONANCE: PHLEGMATIC

CLOUD MEMORY

0 



DOMINATE 1



BY UTTERING THE PHRASE "FORGET!" THE USER CAN MAKE THE DOMINATED VICTIM FORGET THE CURRENT MOMENT AS WELL AS THE LAST FEW MINUTES, ENOUGH TO MASK A SUPERFICIAL FEEDING OR A CHANCE MEETING. NO NEW MEMORIES ARE FORMED AND IF PRESSED THE VICTIM REALIZES THEY HAVE A FEW MINUTES MISSING.

NO ROLL IS REQUIRED AGAINST AN UNPREPARED MORTAL VICTIM. CLOUDING THE MEMORY OF A RESISTING VICTIM OR ANOTHER VAMPIRE REQUIRES A CHARISMA + DOMINATE VS WITS + RESOLVE ROLL.

DURATION: INDEFINITELY

COMPEL

0 



DOMINATE 1



WITH EYE CONTACT, THE VAMPIRE CAN ISSUE THE VICTIM A SINGLE-ACTION COMMAND, NO LONGER THAN A SHORT SENTENCE, TO BE OBEYED TO THE LETTER. IT MUST BE POSSIBLE TO COMPLETE THE COMMAND IN A SINGLE TURN. THE ST DECIDES WHETHER TO INTERPRET AMBIGUOUS COMMANDS IN AN UNEXPECTED OR UNFAVORABLE WAY, ALTERNATIVELY, THE COMMAND SIMPLY CONFUSES THE VICTIM AND FAILS.

NO ROLL IS REQUIRED AGAINST AN UNPREPARED MORTAL VICTIM. A RESISTING VICTIM, OR A VICTIM HAS PREVIOUSLY DOMINATED IN THE SAME SCENE, OR A VAMPIRE REQUIRES A ROLL OF CHARISMA + DOMINATE VS INTELLIGENCE + RESOLVE. COMMANDS THAT GO AGAINST THE VICTIM'S NATURE ALSO REQUIRE SUCH A CONTEST.

DURATION: NO MORE THAN A SINGLE SCENE

DEMENTATION

1



DOMINATE 2



AMALGAM: OBFUSCATE 2

THIS SUBTLE POWER REQUIRES NOTHING MORE THAN CASUAL CONVERSATION, AS THE VAMPIRE'S INSIDIOUS INFLUENCE HIDES BETWEEN THE LINES AND INFLECTIONS EMPLOYED. THE VICTIM FINDS THEMSELVES INCREASINGLY AGITATED AS THEIR INNER DEMONS BUBBLE TO THE SURFACE, EVENTUALLY DROWNING OUT ALL RHYME AND REASON.

THIS power CAN BE USED AFTER ENGAGING IN CONVERSATION WITH THE VICTIM AND WITH A SUCCESSFUL MANIPULATION + DOMINATE VS COMPOSURE + INTELLIGENCE ROLL, A MORTAL WILL BEGIN TO HAVE A NERVOUS BREAKDOWN OR PSYCHOTIC BREAK.

MESMERIZE

1 



DOMINATE 2



THE VAMPIRE CAN ISSUE COMPLEX COMMANDS TO A VICTIM, AS LONG AS THEY HAVE THE SUBJECT'S GAZE AND RELATIVE QUIET IN WHICH TO ISSUE INSTRUCTIONS. THE INSTRUCTIONS MUST BE CARRIED OUT IMMEDIATELY TO THE VICTIM'S BEST ABILITY, AND MUST NOT CONTAIN ANY CONDITIONAL ACTIONS, AS THIS WOULD REQUIRE THE VICTIM TO EXERCISE COGNITION.

NO ROLL IS REQUIRED AGAINST AN UNPREPARED MORTAL VICTIM. COMMANDING A RESISTING VICTIM OR ANOTHER VAMPIRE REQUIRES A CONTEST OF MANIPULATION + DOMINATE VS INTELLIGENCE + RESOLVE. COMMANDS THAT GO AGAINST THE VICTIM'S NATURE ALSO REQUIRE SUCH A CONTEST.

SUBMERGED DIRECTIVE

0 



 DOMINATE 3



YOU CAN NOW IMPLANT A POST-HYPNOTIC SUGGESTION, ALLOWING THE COMMAND TO REMAIN DORMANT UNTIL A SPECIFIC STIMULUS OCCURS. THIS TRIGGER CAN BE ANYTHING FROM A SPECIFIC DATE, TO A PERSON, TO HEARING A SPECIFIC PHRASE. THE SUBMERGED DIRECTIVE NEVER EXPIRES; PEOPLE CAN CONCEIVABLY WALK AROUND WITH AN ORDER BURIED IN THEIR MIND FOR YEARS. THE USER CAN ONLY EMBED ONE SUGGESTION PER VICTIM.

DURATION: PASSIVE

THE FORGETFUL MIND

1



DOMINATE 2



YOU CAN REWRITE WHOLE SWATHES OF A VICTIM'S MEMORIES, AS LONG AS THEY CAN KEEP THE VICTIM'S GAZE AND FULL, UNINTERRUPTED ATTENTION. THE VAMPIRE VERBALLY DESCRIBES THE VICTIM'S NEW MEMORIES, WHICH THE VICTIM ACCEPTS AS THEIR OWN. THIS POWER DOES NOT ALLOW YOU TO INVESTIGATE THE VICTIM'S TRUE MEMORIES; IT MORE RESEMBLES BLINDLY PAINTING OVER THE OLD CANVAS.

A SUCCESSFUL MANIPULATION + DOMINATE VS INTELLIGENCE + RESOLVE IS REQUIRED. EACH POINT OF MARGIN ALLOWS THE USER TO ADD OR REMOVE AN ADDITIONAL MEMORY. THE VICTIM RECALLS THE EDITS VAGUELY, FOGGY IDEATIONS THAT CAN FALL APART UNDER CLOSE QUESTIONING. CRITICAL WIN CREATES A FLAWLESS IMPRINT

RATIONALIZE

0 



DOMINATE 4



THE VAMPIRE'S VICTIMS NOW BELIEVE THAT ANYTHING THEY DO UNDER THE INFLUENCE OF DOMINATE WAS A RESULT OF THEIR OWN FREE WILL, AND DEFEND THEIR ACTIONS, HOWEVER ABSURD. LONG-TERM EXPOSURE TO THIS POWER CAN LEAD TO SEVERE MENTAL TRAUMA IN THE VICTIM.

IF PRESSED ON THEIR BELIEF, THE VICTIM CAN MAKE A WITS+AWARENESS TEST (DIFFICULTY 5). A WIN MAKES THEM QUESTION THEIR OWN STATEMENT, AND POSSIBLY THEIR SANITY.

DURATION: INDEFINITELY

MASS MANIPULATION

1



DOMINATE 5



THE VAMPIRE CAN NOW COMMAND ENTIRE GATHERINGS OF MORTALS, AND IN SOME CASES EVEN GROUPS OF VAMPIRES. THE VAMPIRE CAN USE THIS POWER BOTH TO ISSUE INSTRUCTIONS AND TO MANIPULATE MEMORIES.

THE VAMPIRE CAN AMPLIFY ANY OF THEIR OTHER POWERS TO AFFECT A GROUP OF PEOPLE, MORTAL OR VAMPIRE, AT ONCE. ALL OF THE VICTIMS NEED TO SEE THE EYES OF THE USER. THE USER MAKES ANY NEEDED ROLL AGAINST THE STRONGEST OPPONENT IN THE GROUP.

DURATION: AS PER POWER AMPLIFIED.

TERMINAL DECREE

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DOMINATE 5

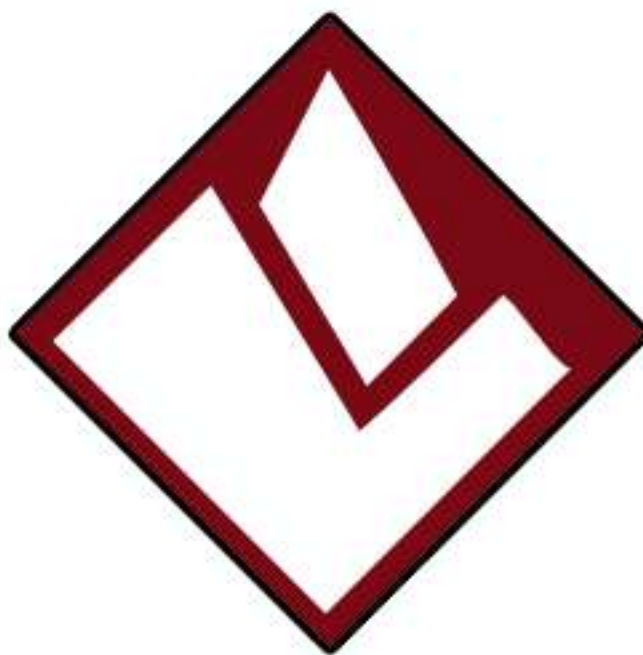


NO LONGER HAMPERED BY THE SELF-PRESERVATION INSTINCTS OF THEIR VICTIMS, THE VAMPIRE CAN NOW ISSUE COMMANDS THAT DIRECTLY LEAD TO THE HARM OR DEATH OF THE VICTIM. MORTALS CAN BE MADE TO BLOW THEIR BRAINS OUT, JUMP FROM ROOFTOPS, OR SWALLOW POISON. VAMPIRES CAN, WITH A BIT OF EFFORT, BE MADE TO WALK INTO FIRE OR SUNLIGHT.

TERMINAL COMMANDS NOW MUST BE RESISTED (SEE INDIVIDUAL POWERS REGARDING ROLLS INVOLVED), RATHER THAN FAILING AUTOMATICALLY.

DURATION: PASSIVE

FORTITUDE



FORTITUDE GRANTS THE ABILITY TO RESIST PHYSICAL AND MENTAL ASSAULT. FEW VAMPIRES SURVIVE LONGER THAN A CENTURY WITHOUT AT LEAST A MOTE OF FORTITUDE, ESPECIALLY IN A WORLD WHERE VIOLENCE IS COMMON AND NOT EVEN KINDRED ARE SAFE.

THOSE POSSESSING FORTITUDE EXEMPLIFY THE STOLID PILLARS OF KINDRED SOCIETY, ABLE TO WITHSTAND BLOWS AND CHARMS WITHOUT MOVEMENT OR SIGN OF DILAPIDATION.

NICKNAMES: BRICKING UP, STONE FLESH, RESISTENTIA

TYPE: PHYSICAL

MASQUERADE THREAT: MEDIUM

BLOOD RESONANCE: MELANCHOLIC

RESILIENCE

0 



 FORTITUDE 1

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ENDOWED WITH SUPERNATURAL ENDURANCE, THE USER CAN STRENGTHEN THEIR PHYSICAL RESOLVE.

THE USER ADDS THEIR FORTITUDE RATING TO THEIR HEALTH TRACK.

DURATION: PASSIVE

UNSWAYABLE MIND

0 



FORTITUDE 1



THE USER GAINS A MYSTICAL ABILITY TO RESIST ANY ATTEMPTS TO SWAY THEM THROUGH MUNDANE CHARMS, COERCION, AND WILES. SOME EXHIBIT UNSWAYABLE MIND AS ZEN-LIKE CALM, OTHERS AS SUPERNATURAL STUBBORNNESS.

THE USER ADDS THEIR DOTS IN FORTITUDE AS EXTRA DICE IN ANY ROLL MADE TO RESIST COERCION, INTIMIDATION, SEDUCTION, OR ANY OTHER ATTEMPT TO SWAY THE USER'S MIND AGAINST THEIR WILL. THIS POWER ALSO WORKS AGAINST SUPERNATURAL ABILITIES SUCH AS DOMINATE AND PRESENCE.

DURATION: PASSIVE

ENDURING BEASTS

1 



 FORTITUDE 2

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AMALGAM: ANIMALISM 1

YOU SHARES A SMALL PORTION OF THEIR UNNATURAL TOUGHNESS WITH THE ANIMALS YOU INFLUENCE. TEEMING SWARMS AND GREAT BEASTS ALIKE EXHIBIT A RESISTANCE TO FLEETING INJURIES ALMOST EQUAL TO THE YOU.

YOU CAN CHOOSE TO EXTEND FORTITUDE TO ANIMALS, THUS IMBUEING ADDITIONAL HEALTH LEVELS EQUAL TO YOUR FORTITUDE SCORE. FOR FAMULUS, THE COST IS FREE, BUT OTHERS MUST MAKE A SUCCESSFUL STAMINA + ANIMALISM ROLL. (DIFF 3) YOU CAN FORTIFY ONE ANIMAL PER POINT OF MARGIN. WHEN THE EFFECT ENDS, REMOVE UNMARKED HEALTH FIRST; THIS MAY RESULT IN THE ANIMAL EXPIRING. DURATION: ONE SCENE.

TOUGHNESS

1 



 FORTITUDE 2



ALL VAMPIRES WITH THIS POWER EXHIBIT AN INNATE ABILITY TO IGNORE DAMAGE THAT WOULD OTHERWISE INCONVENIENCE AND EVEN DISABLE OTHERS OF THEIR KIND. WHILE THIS POWER ALONE GIVES NO PROTECTION AGAINST BANES AND OTHER AGGRAVATED DAMAGE, THE PROTECTION IT CONFERS ADDS UP IN THE LONG RUN.

SUBTRACT THE FORTITUDE OF THE DEFENDER FROM ALL SUPERFICIAL DAMAGE SUSTAINED. THIS OCCURS BEFORE HALVING THE DAMAGE, AND CANNOT REDUCE THE DAMAGE BELOW ONE.

DURATION: ONE SCENE

DEFY BANE

1



FORTITUDE 3



BY PREPARING THEMSELVES WITH AN EXPENDITURE OF POWER, THE VAMPIRE CAN MAKE THEMSELVES TEMPORARILY RESISTANT TO FIRE AND SUNLIGHT AS WELL AS OTHER GRIEVOUS WOUNDS THAT WOULD THREATEN THEM WITH FINAL DEATH.

THE USER CAN CONVERT A NUMBER OF AGGRAVATED DAMAGE EQUAL TO THEIR FORTITUDE RATING TO SUPERFICIAL DAMAGE WHEN SUSTAINED.

DURATION: ONE SCENE OR UNTIL EXPIRED, WHICHEVER COMES FIRST

FORTIFY THE INNER FACADE

0 



FORTITUDE 3



INSTEAD OF HARDENING THE VAMPIRE'S PHYSICAL FRAME, THIS POWER ALLOWS THE USER TO PROTECT THEIR THOUGHTS AND EMOTIONS FROM SUPERNATURAL PRYING. THEIR MIND APPEARS COMPLETELY BLANK WHILE THEIR AURA IS, FOR LACK OF BETTER WORDS, FLAT.

INCREASES THE DIFFICULTY OF USING SCRY SOUL (AUSPEX 3), TELEPATHY (AUSPEX 5), AND SIMILAR POWERS ON THE USER BY HALF THEIR FORTITUDE RATING (ROUND UP). IF THE RULES ALLOW THE USER TO RESIST THESE POWERS, THEY ADD THEIR FORTITUDE RATING TO THEIR DICE POOL INSTEAD.

DURATION: ONE SCENE

DRAUGHT OF ENDURANCE

1



FORTITUDE 4



THE VITAE OF THE VAMPIRE BECOMES SATURATED WITH THE POWER OF FORTITUDE, CONVEYING A PART OF THAT POWER TO ANYONE WHO DRINKS OF IT. THIS IS THE FORTITUDE EQUIVALENT OF DRAUGHT OF ELEGANCE (p. 254).

DRINKING A ROUSE CHECK'S WORTH OF VITAE DIRECTLY FROM THE USER GIFTS THE DRINKER WITH TEMPORARY FORTITUDE EQUAL TO HALF THE FORTITUDE DOTS (ROUNDED DOWN) OF THE DONOR. THE DRINKER GAINS THE SAME POWERS AS THE DONOR'S, UP TO THAT LEVEL.

DURATION: ONE NIGHT; FOR VAMPIRES, UNTIL THE NEXT FEEDING OR THE VAMPIRE REACHES HUNGER 5

FLESH OF MARBLE

2 



 FORTITUDE 5

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THE POWER OF THE VITAE CAUSES THE SKIN OF THE VAMPIRE TO HARDEN, TAKING ON A MARBLE-LIKE SHEEN THAT IS STILL SUPPLE BUT STOPS ALMOST ANY BLOW BEFORE MOMENTARILY BREAKING AND REFORMING. A VAMPIRE USING THIS POWER IS ALMOST IMPOSSIBLE TO DESTROY OUTRIGHT, BARRING A LUCKY BLOW OR PHYSICAL RESTRAINT.

WITH THIS POWER ACTIVE, THE VAMPIRE IGNORES THE FIRST SOURCE OF PHYSICAL DAMAGE EACH TURN, INCLUDING FIRE BUT NOT SUNLIGHT.

DURATION: ONE SCENE

PROWESS OF PAIN

1 



 FORTITUDE 5

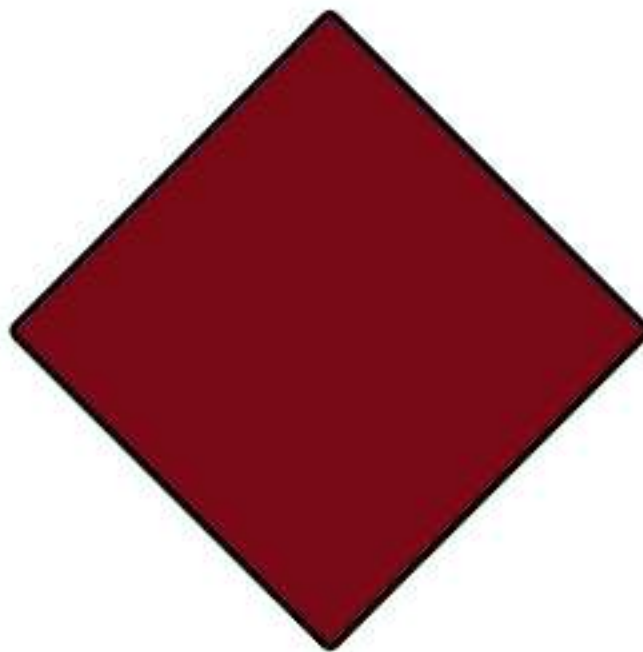


INJURIES AND IMPAIRMENTS NOW ONLY FUEL THE POWERS OF THE VAMPIRE, WHO GROWS STRONGER AND FASTER FROM EACH BLOW, REND, OR TEAR RECEIVED. ONLY UTTER DESTRUCTION CAN STOP ONE WHO CALLS UPON THIS FORTITUDE power.

UPON ACTIVATING THE power THE VAMPIRE NO LONGER SUFFERS ANY DICE PENALTIES FROM HEALTH DAMAGE SUSTAINED, SUCH AS PHYSICAL IMPAIRMENT.

DURATION: ONE SCENE

OBFUSCATE



OBFUSCATE POWERS WORK THROUGH AMBIENT, LOW-LEVEL MESMERISM. OBSERVERS SEE THE VAMPIRE BUT THEIR MINDS CHOOSE TO IGNORE IT BY AFFECTING ALL FIVE SENSES.

THE DISCIPLINE DOES HAVE LIMITS: THE ILLUSION FAILS IF THE OBSERVER CANNOT IGNORE THE USER AND OFFERS LITTLE OR NO PROTECTION AGAINST MACHINE SURVEILLANCE.

NICKNAMES: STEALTH MODE, CLOAKING, VEILING, OCCULTO

TYPE: MENTAL

MASQUERADE THREAT: LOW

BLOOD RESONANCE: MELANCHOLIC

CLOAK OF SHADOWS

0 



◆ OBFUSCATE 1



STANDING PERFECTLY STILL, THE USER BLENDS INTO THE SURROUNDINGS. AS LONG AS THEY HAVE SOME KIND OF COVER, MAKE NO SOUND, AND DON'T MOVE, ONLY MECHANICAL OR SUPERNATURAL MEANS CAN DETECT THEM.

FOLLOW THE GENERAL RULES FOR OBFUSCATE. THE EFFECT LASTS UNTIL THE USER MOVES OR THEY ARE DETECTED BY OTHER MEANS.

DURATION: ONE SCENE

SILENCE OF DEATH

0 



◆ OBFUSCATE 1



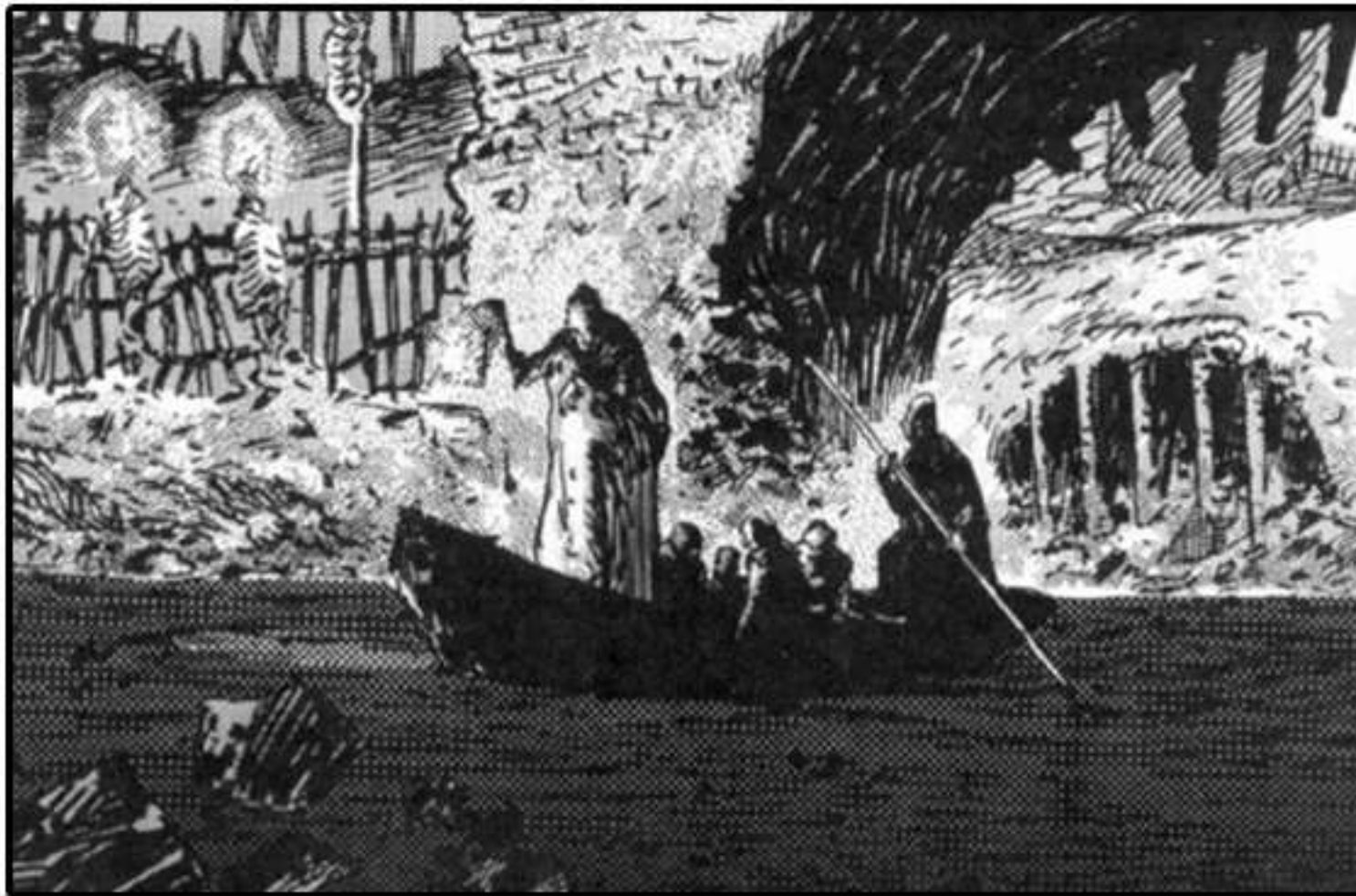
THIS POWER COMPLETELY SILENCES THE USER, NULLIFYING ALL SOUND MADE BY THEM. AS WITH OTHER OBFUSCATE POWERS, THIS ONLY WORKS ON PEOPLE WITHIN EARSHOT AND DOES NOT FOOL MICROPHONES OR OTHER ELECTRONIC SOUND DETECTORS. IT WORKS ONLY ON THE SENSE OF HEARING, BUT IN EXCHANGE OPERATES MORE ROBUSTLY. A VAMPIRE NEEDS TO MAKE A WHOLE LOT OF NOISE TO BREAK THIS SILENCE.

THE USER SILENCES THEIR FOOTSTEPS, CLOTHING, MINOR COLLISIONS, AND OTHER SOUNDS OF THEIR PERSON. HOWEVER DOES NOT ELIMINATE SOUNDS THE USER MAKES OUTSIDE THEIR PERSONAL SPACE.

DURATION: ONE SCENE

UNSEEN PASSAGE

1



◆ OBFUSCATE 2



WITH THIS POWER, THE VAMPIRE CAN NOW MOVE AROUND WHILE STAYING HIDDEN. THE USER IS FUNCTIONALLY INVISIBLE, PER THE USUAL OBFUSCATE LIMITATIONS.

AS LONG AS THE USER EMITS NO OVERPOWERING ODORS AND NO SOUND LOUDER THAN A WHISPER, THIS POWER AUTOMATICALLY WORKS. ONLY IF THE OBSERVER HAS THEIR ATTENTION DRAWN TO THE USER CAN THEY MAKE A DETECTION ROLL.

DURATION: ONE SCENE OR UNTIL DETECTION.

GHOST IN THE MACHINE

0 



◆ OBFUSCATE 3

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YOU CAN NOW TRANSMIT THE EFFECTS OF OBFUSCATE THROUGH ELECTRONIC MEDIA, ALLOWING YOU TO APPEAR INVISIBLE OR MASKED WHEN VIEWED LIVE ON SCREEN. IF AN OBSERVER VIEWS THE IMAGE LATER, AS IN A PHOTOGRAPH OR RECORDING, THE EFFECT LESSENS: THE IMAGE SEEMS SLIGHTLY BLURRED, MAKING IDENTIFICATION HARD. IN ADDITION, AUTOMATED SURVEILLANCE HAS A TENDENCY TO GLITCH IN THE PRESENCE OF THE VAMPIRE, LESSENING THEIR CHANCE OF BEING CAUGHT BY AUTOMATED SYSTEMS.

YOU ALSO GAINS THREE ADDITIONAL DICE TO POOLS WHEN TRYING TO CIRCUMVENT AUTOMATED ELECTRONIC SURVEILLANCE AND COUNTERMEASURES.

DURATION: AS power USED

MASK OF A THOUSAND FACES

1 



◆ OBFUSCATE 3

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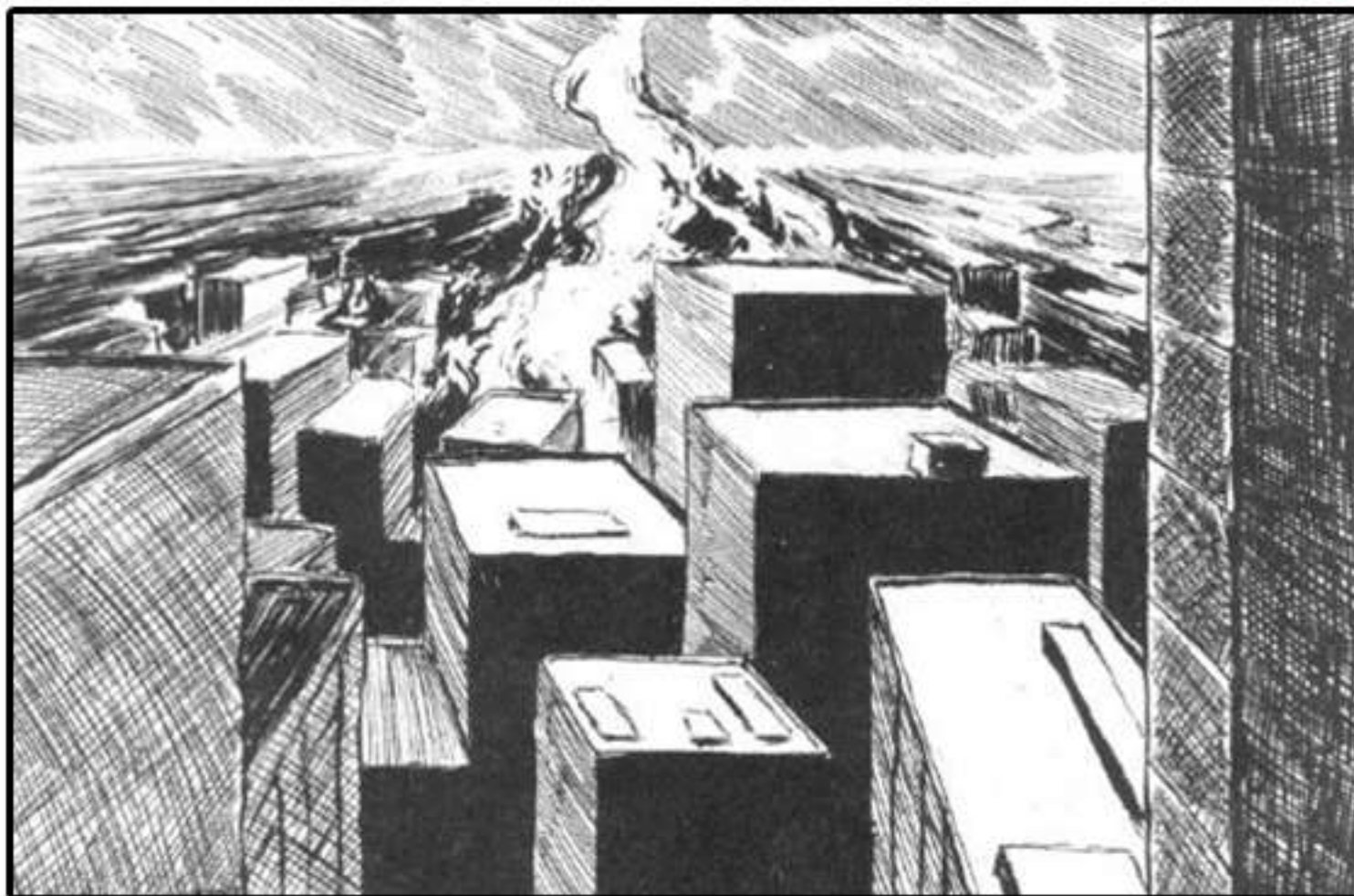
YOU CAN NOW MAKE YOURSELF APPEAR AS A NONDESCRIPT STRANGER, SOMEONE EXPECTED TO BE PRESENT IN THE AREA. UNLIKE OTHER OBFUSCATE POWERS, THIS ALLOWS THE USER TO INTERACT AND COMMUNICATE WITH THOSE THEY MIGHT RUN INTO. THEY AROUSE LITTLE SUSPICION AS LONG AS THEIR PRESENCE IS AT ALL PLAUSIBLE.

NO TEST IS REQUIRED. ANYONE VIEWING YOU SEES A FORGETTABLE FACE OF THE SAME GENDER AND APPROXIMATE BUILD AND HEIGHT AS YOU. CLOTHES TAKE ON THE SAME KIND OF BLANDNESS, DEPENDING ON ENVIRONMENT.

DURATION: ONE SCENE

CONCEAL

1 



◆ OBFUSCATE 4

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AMALGAM: AUSPEX 3

YOU CAN CLOAK AN INANIMATE OBJECT SUCH AS A DOOR, A CAR, OR A SMALL HOUSE. THIS DOES NOT ACTUALLY MAKE THE OBJECT INVISIBLE, BUT CREATES A LINGERING HYPNOTIC EFFECT THAT CAUSES MOST PEOPLE TO SIMPLY IGNORE IT. IN THIS CASE THE POWER IS ESPECIALLY EFFECTIVE, GIVEN THAT THE OBJECT IS UNLIKELY TO CALL ATTENTION TO ITSELF.

YOU TOUCH THE OBJECT AND ROLLS INTELLIGENCE + OBFUSCATE AGAINST A DIFF FROM 2 (CONCEALING A RING) TO 6 (CONCEALING A HOUSE), DEPENDING ON THE TARGET'S SIZE AND LOCATION.

DURATION: ONE NIGHT OR MORE

VANISH

1



OBFUSCATE 4



PREREQUISITE: CLOAK OF SHADOWS

YOU CAN ACTIVATE CLOAK OF SHADOWS AND UNSEEN PASSAGE WHILE UNDER DIRECT OBSERVATION. YOU APPEAR TO VANISH IN THE BLINK OF AN EYE, EVEN THE MEMORY OF YOUR PRESENCE BECOMES FOGGY AND INDISTINCT.

WHEN VANISHING IN FRONT OF A MORTAL, ROLL WITS + OBFUSCATE VS WITS + AWARENESS. ON A WIN, THE OBSERVER QUESTIONS WHETHER THE VAMPIRE WAS EVER THERE TO BEGIN WITH; THEIR MEMORY CLOUDS ON THE TOPIC. WITH A CRITICAL WIN, THE VAMPIRE VANISHES ENTIRELY FROM THE OBSERVER'S MEMORY.

DURATION: AS PER POWER AUGMENTED

CLOAK THE GATHERING

1



◆ OBFUSCATE 5



YOU CAN SHELTER THEIR COMPANIONS UNDER THE CLOAK OF OBFUSCATE BY EXTENDING YOUR POWER TO A NUMBER WILLING SUBJECTS EQUAL TO YOUR WITS, PLUS ONE FOR EACH ADDITIONAL ROUSE CHECK MADE.

MEMBERS OF THE GROUP CAN STILL PERCEIVE EACH OTHER, BUT IF ANYONE BESIDES THE USER IS REVEALED, EITHER THROUGH THEIR OWN DOING OR AN ASTUTE OBSERVER, THE REST OF THE GROUP REMAINS HIDDEN. IF THE USER IS REVEALED, SO IS EVERYONE ELSE.

DURATION: AS power EXTENDED

IMPOSTOR'S GUISE

1



OBFUSCATE 5



PREREQUISITE: MASK OF A THOUSAND FACES

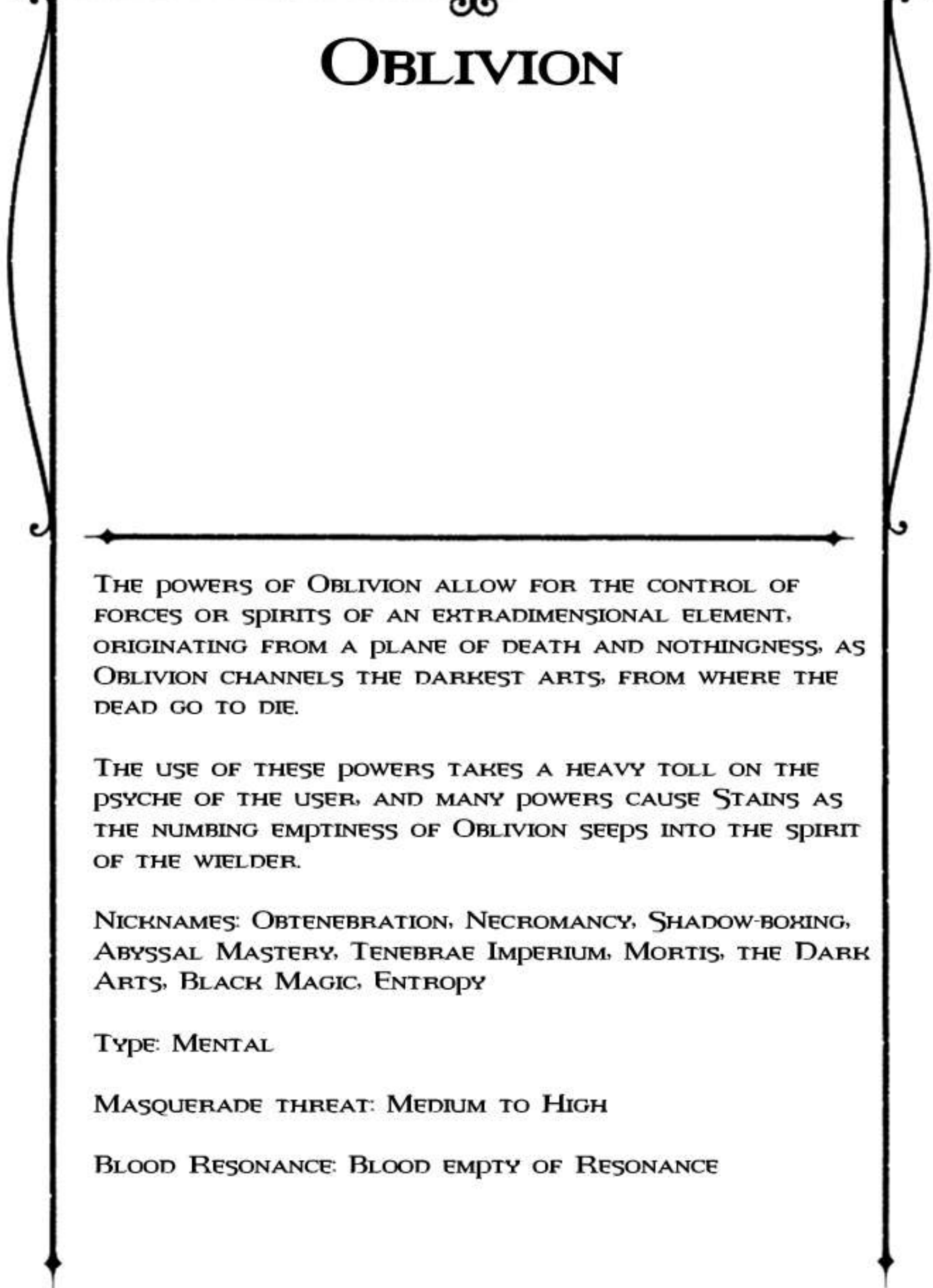
WITH SOME PREPARATION AND A SUCCESSFUL WITS + OBFUSCATE ROLL, YOU CAN MAKE THEMSELVES APPEAR AS A SPECIFIC INDIVIDUAL OF ANY BUILD AND GENDER. YOU MUST CAREFULLY STUDY THE SUBJECT, OTHERWISE THE CHARADE FAILS WHEN MEETING ANYONE WITH MORE THAN A CASUAL FAMILIARITY WITH THE PERSON BEING MIMICKED.

A SUCCESSFUL MANIPULATION + PERFORMANCE ROLL IS REQUIRED TO IMPERSONATE SPEECH AND MANNERISMS OF YOUR TARGET.

DURATION: ONE SCENE



OBLIVION



THE POWERS OF OBLIVION ALLOW FOR THE CONTROL OF FORCES OR SPIRITS OF AN EXTRADIMENSIONAL ELEMENT, ORIGINATING FROM A PLANE OF DEATH AND NOTHINGNESS, AS OBLIVION CHANNELS THE DARKEST ARTS, FROM WHERE THE DEAD GO TO DIE.

THE USE OF THESE POWERS TAKES A HEAVY TOLL ON THE PSYCHE OF THE USER, AND MANY POWERS CAUSE STAINS AS THE NUMBING EMPTINESS OF OBLIVION SEEPS INTO THE SPIRIT OF THE WIELDER.

NICKNAMES: OBTENEBRATION, NECROMANCY, SHADOW-BOXING, ABYSSAL MASTERY, TENEBRAE IMPERIUM, MORTIS, THE DARK ARTS, BLACK MAGIC, ENTROPY

TYPE: MENTAL

MASQUERADE THREAT: MEDIUM TO HIGH

BLOOD RESONANCE: BLOOD empty OF RESONANCE

OBLIVION'S SIGHT

0 



OBLIVION 1



THE VAMPIRE CLOSES THEIR EYES. UPON OPENING THEM, THE IRISES OF THEIR EYES ARE BLACK AGAINST THE WHITE OF THEIR SCLERA, AND THEY CAN NOW SEE CLEARLY WITHIN PITCH BLACKNESS, AND CAN PERCEIVE GHOSTS WHO ARE NOT ACTIVELY HIDING THEIR PRESENCE.

ACTIVATION ALLOWS THEM TO IGNORE ALL LOW-LIGHT PENALTIES, INCLUDING THOSE OF SUPERNATURAL ORIGIN. THEY STILL NEED THEIR EYES TO SEE AND ARE AFFECTED BY BLINDFOLDS AND THE LIKE AS USUAL.

THIS POWER DOES NOT GRANT THE ABILITY TO MAKE PHYSICAL CONTACT WITH GHOSTS.

DURATION: ONE SCENE

SHADOW CLOAK

0 



OBLIVION 1



SUBTLY APPLYING THE INFLUENCE OF OBLIVION ON AMBIENT SHADOWS, THE USER MASKS THEIR APPEARANCE OR SEEMS MORE SINISTER AND THREATENING.

THE VAMPIRE GAINS A TWO-DICE BONUS TO STEALTH ROLLS, AS WELL AS ON INTIMIDATION VERSUS MORTALS.

DURATION: PASSIVE

ARMS OF AHRIMAN

1 



OBLIVION 2



THE VAMPIRE SUMMONS ABYSSAL APPENDAGES FROM UNLIT SPOTS IN THE AREA, WITHIN LINE OF SIGHT. LOCAL SHADOWS DISTORT AS MURKY TENTACLES SNAKE OUT FROM THEM AND CONVERGE ON ONE OR MORE HAPLESS VICTIMS. WHETHER BY GLIDING UP THE BODY OF THE VICTIM OR ENGAGING IN A MYSTIC GRAPPLE WITH THE VICTIM'S OWN SHADOW, THE ARMS ARE ABLE TO HOLD THEM IN PLACE OR SMOTHER THEM.

USING THESE, THE VAMPIRE CAN PERFORM BLUDGEONING AND GRAPPLING ATTACKS AGAINST DISTANT TARGETS EVERY SUBSEQUENT TURN. ADDITIONAL ARMS CAN BE CREATED BY SPLITTING THE DICE POOL, ENABLING THE USER TO ENGAGE MULTIPLE OPPONENTS.

DURATION: ONE SCENE OR UNTIL ENDED OR DESTROYED

SHADOW CAST

1 



OBLIVION 2



THIS power DRAWS UPON THE DARKNESS WITHIN THE USER TO PROJECT A SUPERNATURAL SHADOW FROM WHICH TO MANIFEST OTHER POWERS, NO MATTER THE AMBIENT LIGHTNING. THIS SHADOW USUALLY MIMICS THE MOVEMENT AND SHAPE OF THE USER BUT CAN SOMETIMES GROW DISTORTED AND EVEN MONSTROUS, RESONATING WITH THE CURRENT TEMPERAMENT OF ITS OWNER.

THE VAMPIRE CAN DIRECT THEIR SHADOW, ELONGATING OR DISTORTING (BUT NOT DETACHING) IT AT WILL, THOUGH IT CAN SOMETIMES ACT ON ITS OWN ACCORD, AT THE ST'S DISCRETION.

DURATION: ONE SCENE

SHADOW PERSPECTIVE

1 



OBLIVION 3



THE VAMPIRE CAN PROJECT THEIR SENSES INTO ANY SHADOW WITHIN LINE OF SIGHT, SEEING AND HEARING AS IF THEY WERE HIDING WITHIN ANY PART OF IT. THIS INCLUDES THEIR OWN SHADOW, AS MANIPULATED BY SHADOW CAST.

FOLLOWING A ROUSE CHECK, THE PRESENCE OF THE VAMPIRE IN THE SHADOW IS UNDETECTABLE BY ANYTHING BUT SUPERNATURAL MEANS. WHILE THIS POWER IS ACTIVE THE VAMPIRE PERCEIVES BOTH THEIR SURROUNDINGS AS WELL AS WHAT CAN BE GLEANED FROM THE SHADOW PERSPECTIVE, AS IF LOOKING THROUGH A SCREEN OR HOLE.

DURATION: UP TO ONE SCENE

TOUCH OF OBLIVION

1 



OBLIVION 3



THE VAMPIRE USING TOUCH OF OBLIVION CHANNELS THE POWER THROUGH THEIR VITAE. WHEN THEY MAKE PHYSICAL CONTACT WITH A VICTIM, THE ANNIHILATING ELEMENT RUNS THROUGH THE VAMPIRE AND INTO THEIR PREY LIKE AN ELECTRIC CURRENT, EXCEPT THE EFFECT IS TO PHYSICALLY WITHER THE TARGET AREA. EFFECTIVE ON ANY PART OF THE BODY, THE TOUCH SHRINKS AND SHORTENS MUSCLES, SNAPS TENDONS, AND MAKES BONES BRITTLE, EFFECTIVELY AGING THE AFFECTED PART CATASTROPHICALLY. ITS MAIN USE IS IN WITHERING A LIMB, CHOKING A THROAT, OR BLINDING A PAIR OF EYES.

DURATION: ONE TURN

STYGIAN SHROUD

1 



OBLIVION 4



DARKNESS SPEWS OUT OF A NEARBY SHADOW AS THE VAMPIRE BLANKETS THE AREA AROUND THEM IN GLOOM EQUIVALENT TO A MOONLESS NIGHT, WHILE SOUNDS ARE MUFFLED AND INDISTINCT. ANYONE VIEWING THE EFFECT FROM WITHOUT SEE IT AS A SHADOW EXPANDING OVER EVERY SURFACE, INCLUDING THE BODIES OF ANY VICTIMS, IN THE AREA. THOSE APART FROM THE INVOKER CAUGHT IN THE EFFECTS FIND THEMSELVES STRUGGLING TO SEE AND HEAR THEIR SURROUNDINGS, AND MORTALS ARE DRAINED OF THEIR VERY LIFE BY THE SUFFOCATING POWER.

ANYONE CAUGHT IN THE STYGIAN SHROUD RECEIVES A THREE-DICE PENALTY TO ALL ROLLS, UNLESS THEY POSSESS THE ABILITY TO SEE THROUGH SUPERNATURAL DARKNESS.

SHADOW STEP

1 



OBLIVION 5



STEPPING INTO A NEARBY SHADOW, THE USER DISAPPEARS ONLY TO REAPPEAR FROM THE SAME OR ANOTHER SHADOW FURTHER AWAY. WHETHER THEY ENTER THE LABYRINTH OR MERELY PASS ALONG ITS SURFACE IS A SOURCE OF CONJECTURE AMONG MANY LASOMBRA AND HECATA, BUT THE SPIRITUAL DAMAGE WITH WHICH THEY CAN EMERGE IMPLIES THEY ARE TOUCHING SOMETHING FOUL AS THEY USE THIS POWER.

THE TARGET SHADOW MUST BE WITHIN SIGHT, THOUGH IT CAN BE PERCEIVED BY MYSTICAL MEANS, SUCH AS SHADOW PERSPECTIVE, IF DESIRED. IT IS POSSIBLE TO BRING ANOTHER THROUGH THE PASSAGE, BUT UNLESS THAT PERSON IS WILLING, THEY MUST BE HELD BY A SUCCESSFUL GRAPPLE. DURATION: ONE TURN

TENEBOUS AVATAR

2 



OBLIVION 5



THE VAMPIRE GAINS THE ABILITY TO CHANGE THEIR VERY SUBSTANCE INTO THAT OF A SHADOW, BECOMING A TWO DIMENSIONAL PATCH OF DARKNESS ABLE TO SLITHER OVER ANY SURFACE AND THROUGH MINISCULE GAPS AND CRACKS. WHILE IN THIS FORM THE VAMPIRE IS ONLY HARMED BY FIRE AND SUNLIGHT.

THE TRANSFORMATION TAKES ONE TURN, DURING WHICH THE VAMPIRE IS UNABLE TO DO ANYTHING ELSE. ONCE THE TRANSFORMATION IS COMPLETE THE VAMPIRE CAN MOVE AT WALKING PACE ACROSS THE GROUND OR ALONG WALLS, HAMPERED ONLY BY HERMETICALLY SEALED BARRIERS.

DURATION: ONE SCENE OR UNTIL ENDED

POTENCE



POTENCE IS VITAE-FUELED STRENGTH ABOVE AND BEYOND OTHER VAMPIRES' CAPABILITIES. MORE POWERFUL THAN ANY PERFORMANCE-ENHANCING DRUG, MORE UNNATURAL THAN THE PHYSIQUE OF ANY BULGING BODYBUILDER, POTENCE IS THE BEAST LET LOOSE THROUGH THE FISTS, FEET, LIMBS, AND RAW BODILY POWER OF A VAMPIRE.

IT IS THE VAMPIRE'S ABILITY TO FORCE THEIR BODY INTO ACTIONS IMPOSSIBLE FOR MORTALS TO REPLICATE AND TRUMPS THE OTHER DISCIPLINES IN SHEER INCONGRUITY.

NICKNAMES: HULKING, BLOOD'S MIGHT, PERCUTIO

TYPE: PHYSICAL

MASQUERADE THREAT: MEDIUM TO HIGH

BLOOD RESONANCE: CHOLERIC

LETHAL BODY

0 



POTENCE 1



USING THIS power, THE USER IS CAPABLE OF CAUSING HORRENDOUS DAMAGE TO MORTALS, TEARING SKIN AND BREAKING BONES WITH BARE FINGERS.

THE USER'S UNARMED ATTACKS CAN NOW DO AGGRAVATED HEALTH DAMAGE TO MORTALS, IF DESIRED. THEY ALSO IGNORE ONE LEVEL OF ARMOR PER POTENCE LEVEL OF THE USER.

DURATION: PASSIVE

PROWESS

1



POTENCE 2



VAMPIRES WITH POTENCE GAIN FAR GREATER STRENGTH FROM THEIR VITAE THAN THOSE WHO LACK IT.

WHEN ACTIVATED, ADD THE POTENCE RATING OF THE USER TO THEIR UNARMED DAMAGE VALUE AS WELL AS TO FEATS OF STRENGTH.

DURATION: ONE SCENE

SOARING LEAP

0 



POTENCE 1



POSSESSING UNHOLY STRENGTH IN MORE THAN ARMS AND FISTS, YOU CAN LEAP FAR HIGHER AND FURTHER THAN ANY MORTAL.

THE JUMP IS A NUMBER OF METERS EQUAL TO THREE TIMES YOUR POTENCE LEVEL VERTICALLY, AND FIVE TIMES HORIZONTALLY. YOU NEEDS NO RUN-UP TO MAKE A LEAPS.

DURATION: PASSIVE

BRUTAL FEED

0 



POTENCE 3



KNOWN AS THE "SAVAGE KISS", THIS POWER ALLOWS YOU TO EMPLOY AN UNHOLY INNER STRENGTH WHEN DRAINING A VICTIM. IN MERE SECONDS, THE ATTACKER SWALLOWS TORRENTS OF BLOOD WHILE MAULING THE VICTIM. THE RESULT IS AN EFFICIENT, IF MESSY, FEEDING OFTEN EMPLOYED IN THE HEAT OF BATTLE WHERE THE MANGLED REMAINS OF THE VICTIM CAN BE DISGUISED.

DURATION: ONE FEEDING

SPARK OF RAGE

1 



POTENCE 3



AMALGAM: PRESENCE 3

COMBINING POTENCE & PRESENCE, THE VAMPIRE CAN INCITE ANGER AND EVEN FRENZY IN ONLOOKERS, AS EASILY AS AWE OR DREAD. THE USER MUST TAKE CARE NOT TO RILE UP AN ANGRY MOB TO TURN ON THEM RATHER THAN THE TARGET OR EACH OTHER.

ADD YOUR POTENCE RATING TO ANY ATTEMPT TO RILE OR INCITE A PERSON OR A CROWD TO VIOLENCE. IN ADDITION, YOU CAN ACTIVATE THIS power AND ROLL A CONTEST OF MANIPULATION + POTENCE VS COMPOSURE + INTELLIGENCE OF ANOTHER VAMPIRE. IF YOU WIN, THE OPPOSING VAMPIRE MUST MAKE A FURY FRENZY TEST AT DIFF 3.
DURATION: ONE SCENE

UNCANNY GRIP

1



POTENCE 3



FOCUSING YOUR UNNATURAL STRENGTH INTO YOUR TOES AND FINGERS, YOU GRIPS AND BURROWS YOUR EXTREMITIES INTO ALMOST ANY SURFACE, ENABLING YOU TO CLIMB AND EVEN HANG OTHERWISE UNSUPPORTED FROM WALLS AND CEILINGS. CLOSE OBSERVATION REVEALS TELLTALE SCARRING OR DEFORMATION ON THESE SURFACES AFTERWARD, HOWEVER, AS THIS IS AN APPLICATION OF BRUTE FORCE, NOT SUPERHERO STYLE ADHESION.

THE CLIMB OR CLINGING LEAVES OBVIOUS TRACKS DETECTABLE BY ANYONE WITH AN INTELLIGENCE + INVESTIGATION TEST AT DIFFICULTY 2. DETECTING UNCANNY GRIP TRACKS ON GLASS DOESN'T EVEN REQUIRE A ROLL.

DURATION: ONE SCENE

DRAUGHT OF MIGHT

1 



POTENCE 4



THE VITAE OF THE VAMPIRE BECOMES SATURATED WITH THE POWER OF POTENCE, CONVEYING A PART OF THAT POWER TO ANYONE WHO DRINKS OF IT. THIS IS THE POTENCE EQUIVALENT OF DRAUGHT OF ELEGANCE (p. 254).

DRINKING VITAE DIRECTLY FROM THE USER GIFTS THE DRINKER WITH TEMPORARY POTENCE EQUAL TO HALF THE POTENCE DOTS (ROUNDED DOWN) OF THE DONOR. THE DRINKER GAINS THE SAME POWERS AS THE DONOR'S, UP TO THAT LEVEL.

DURATION: ONE NIGHT; FOR VAMPIRES, UNTIL THE NEXT FEEDING OR THE VAMPIRE REACHES HUNGER 5

EARTHSHOCK

2 



POTENCE 5



YOUR STRENGTH IS AN ELEMENTAL FORCE. YOU CAN SLAM YOUR FIST OR FOOT INTO THE GROUND, CREATING A SHOCK-WAVE THAT THROWS OPPONENTS PRONE. ONE OF THE MORE DRAMATIC APPLICATIONS OF POTENCE, THIS POWER NEEDS TO BE CAREFULLY EMPLOYED, LEST YOU LITERALLY BRING THE HOUSE DOWN UPON YOURSELVES.

ANYONE WITHIN A FIVE-METER RADIUS OF THE USER MUST MAKE A DEXTERITY + ATHLETICS ROLL (DIFF 3)

THIS POWER CAUSES SIGNIFICANT COLLATERAL DAMAGE. IF USED ON THE GROUND, THE EARTH CRACKS. IF USED IN-DOORS, FURNITURE BREAKS AND MIRRORS SHATTER.

DURATION: ONE USE

FIST OF CAINE

1 



POTENCE 5



YOUR BARE HANDS CAN INFLECT GRIEVOUS INJURIES, LETHAL TO BOTH MORTALS AND OTHER VAMPIRES. THEY CAN DISMEMBER, PIERCE, IMPALE, DECAPITATE, AND EVEN RIP A HEART OUT OF THE CHEST.

FOR ONE SCENE THE USER CAN INFLECT AGGRAVATED HEALTH DAMAGE TO MORTALS AND SUPERNATURALS ALIKE WHILE BRAWLING, AS THEY LITERALLY REND FLESH AND TEAR THEIR OPPONENTS LIMB FROM LIMB WITH THEIR BARE HANDS.

DURATION: ONE SCENE

POTENCE



PRESENCE IS A DISCIPLINE THAT EXPRESSES THIS BIPOLAR EXISTENCE OF GRACE AND LETHALITY, VISIONS OF HORRIFIC VIOLENCE AND DEVASTATING BEAUTY, NIGHTMARE AND DREAM, DEPENDING ON THE ONLOOKER AND THE VAMPIRE'S WHIMS.

USED TO ATTRACT VICTIMS OR DISPERSE THEM IN FEAR, PRESENCE ALLOWS CROWD CONTROL, EMOTIONAL MANIPULATION, AND ENFORCED DEVOTION.

A MORTAL'S GREATEST FEAR COULD STAND BEFORE THEM AND SUDDENLY LOOK LIKE THE MOST RADIANT CREATURE ON EARTH.

NICKNAMES: SUPERSTARDOM, ENTHRALLMENT, SUBLIMITAS

TYPE: MENTAL

MASQUERADE THREAT: LOW TO MEDIUM

BLOOD RESONANCE: SANGUINE

AWE

0 



 PRESENCE 1



ANYONE IN THE PRESENCE OF THE VAMPIRE FINDS THEIR ATTENTION INEXPLICABLY DRAWN TO THEM. THOSE LISTENING TO THE VAMPIRE SPEAK MIGHT SUDDENLY AGREE ON SUBJECTS WHERE THEY ONCE HELD DIFFERENT VIEWPOINTS. WHILE THIS POWER DOESN'T CAUSE RAPT INFATUATION, IT IS STILL STRONG ENOUGH TO SWAY THE MINDS OF MOST MORTALS.

ADD THE PRESENCE RATING TO ANY ROLL INVOLVING PERSUASION OR PERFORMANCE AS WELL AS TO OTHER CHARISMA RELATED ROLLS, AT THE ST'S DISCRETION. ANYONE AWARE THAT THEY'RE BEING AFFECTED CAN TRY TO RESIST WITH A CONTEST OF COMPOSURE + INTELLIGENCE VS THE USER'S MANIPULATION + PRESENCE.

DAUNT

0 



 PRESENCE 1



INSTEAD OF ATTRACTING PEOPLE, YOU REPEL. WITH THIS POWER THE YOU APPEARS THREATENING AND EXUDES AN AURA OF MENACE POWERFUL ENOUGH TO MAKE MOST MORTALS AVOID THEIR ATTENTION AND EVEN VAMPIRES THINK TWICE ABOUT ACTING AGAINST THEM.

ADD YOUR PRESENCE RATING TO ANY INTIMIDATION ROLLS. ATTACKING YOU REQUIRES A RESOLVE + COMPOSURE ROLL AT DIFF 2.

YOU CANNOT USE AWE AND DAUNT SIMULTANEOUSLY.

DURATION: ONE SCENE OR UNTIL INTENTIONALLY ENDED

EYES OF THE SERPENT

0 



 PRESENCE 1



AMALGAM: PROTEAN 1

THE EYES OF THE VAMPIRE TURN INTO SLITTED, SERPENT-LIKE ORBS ABLE TO FREEZE A MORTAL MEETING THE VAMPIRE'S GAZE IN PLACE. THE USER CAN EVEN MESMERIZE OTHER VAMPIRES WITH THIS POWER, THOUGH THE EFFECT IS SHORT-LIVED AND LIKELY TO ROUSE THE VICTIM'S IRE.

THE EFFECT CAN ONLY BE MAINTAINED ON A SINGLE VICTIM AT A TIME, AND ENDS IF THEY SUFFER DAMAGE OR ARE FORCIBLY REMOVED. SPEECH IS STILL POSSIBLE, THOUGH SHOUTING IS NOT. IN ORDER TO PARALYZE A VAMPIRE IN THE SAME WAY, THE USER MUST WIN A CONTEST OF CHARISMA + PRESENCE VS. WITS + COMPOSURE.

LINGERING KISS

0 



 PRESENCE 2



YOUR KISSES LEAVES OTHERS IN THE DUST. MORTALS FED UPON BY THE YOU BECOME ADDICTED TO THE KISS, OBSESSING OVER IT AND EVEN SEEKING YOU OUT FOR REPEATED FEEDINGS, USEFUL FOR CULTIVATING A HERD.

YOU CAN CHOOSE TO USE THIS POWER OR NOT DURING EACH FEEDING. YOU ADD DICE EQUAL TO THEIR PRESENCE TO ANY SUBSEQUENT CHARISMA ATTRIBUTE-ASSISTED POOL AGAINST THE BITTEN SUBJECT. A MORTAL FED UPON WITH THIS POWER CAN MAKE A WILLPOWER TEST (DIFF EQUALS THE YOUR PRESENCE) EVERY WEEK TO RESIST THE EFFECTS.

DURATION: UNTIL SUCCESSFULLY RESISTED

DREAD GAZE

1



PRESENCE 3



BRIEFLY EXPOSING YOUR VAMPIRIC NATURE, YOU INSTILL A SINGLE SUBJECT WITH UTTER TERROR. MORTALS ARE COWED, RUN, OR FREEZE WITH FEAR, WHILE OTHER VAMPIRES EITHER SUBMIT OR FLEE IN ROTSCHRECK.

DISPLAYING THEIR FANGS, THEIR FACE TWISTED IN A PREDATORY GRIMACE, YOU ROLLS A CONTEST OF CHARISMA + PRESENCE AGAINST THEIR TARGET'S COMPOSURE + RESOLVE.

DURATION: ONE TURN

ENTRANCEMENT

1



PRESENCE 3



YOU FOCUS YOUR UNNATURAL ALLURE ON A SINGLE PERSON, INSTILLING IN THEM A RAPID FASCINATION OR INFATUATION AKIN TO FALLING HEAD OVER HEELS IN LOVE OR MEETING ONE'S LIFELONG IDOL. THE PERSON AFFECTED DOES THEIR BEST TO REMAIN IN YOUR GOOD GRACES, BUT STOPS SHORT OF CAUSING THEMSELVES OR THEIR OTHER LOVED ONES PHYSICAL HARM.

YOU ONLY NEED TO GAIN THE SUBJECT'S ATTENTION AND WIN A CONTEST OF CHARISMA + PRESENCE VS COMPOSURE + WITS. THE EFFECT LASTS FOR ROUGHLY ONE HOUR PLUS ONE PER POINT OF MARGIN ON THE WIN.

DURATION: ONE HOUR PLUS ONE PER POINT OF MARGIN

IRRESISTIBLE VOICE

0 



 PRESENCE 4



AMALGAM: DOMINATE 1

THE PRESENCE OF THE USER BECOMES A CONDUIT FOR DOMINATE. THE VAMPIRE NOW ONLY NEEDS THEIR VOICE TO BE HEARD IN ORDER TO EMPLOY DOMINATE POWERS.

THE USER'S VOICE ALONE IS NOW ENOUGH TO DOMINATE A TARGET. THIS DOES NOT APPLY TO VOICES TRANSMITTED THROUGH ELECTRONIC MEDIA SUCH AS PHONES, TELEVISION, OR APARTMENT DOOR BUZZER SPEAKERS.

DURATION: PASSIVE

SUMMON

1



PRESENCE 4



YOU CAN CALL TO ANY PERSON, MORTAL OR VAMPIRE, UPON WHOM YOU HAVE PREVIOUSLY USED AWE, ENTRANCEMENT, OR MAJESTY, OR YOU HAVE TASTED THEIR VITAE AT LEAST ONCE. THE TARGET KNOWS WHO IS SUMMONING THEM AND THE USER'S CURRENT LOCATION. THIS CALLING LASTS FOR A NIGHT. AFTER THAT TIME, THE EFFECT SUBSIDES, BUT THE USER CAN REPEAT IT NIGHT AFTER NIGHT IF REQUIRED TO REACH THE TARGET OR IF THE TARGET IS OTHERWISE RELUCTANT.

YOU NEEDS TO CONCENTRATE FOR FIVE MINUTES AND THINK OF THE PERSON BEING SUMMONED, THEN ROLLS MANIPULATION + PRESENCE VS COMPOSURE + INTELLIGENCE.

DURATION: ONE NIGHT

MAJESTY

2 



 PRESENCE 5



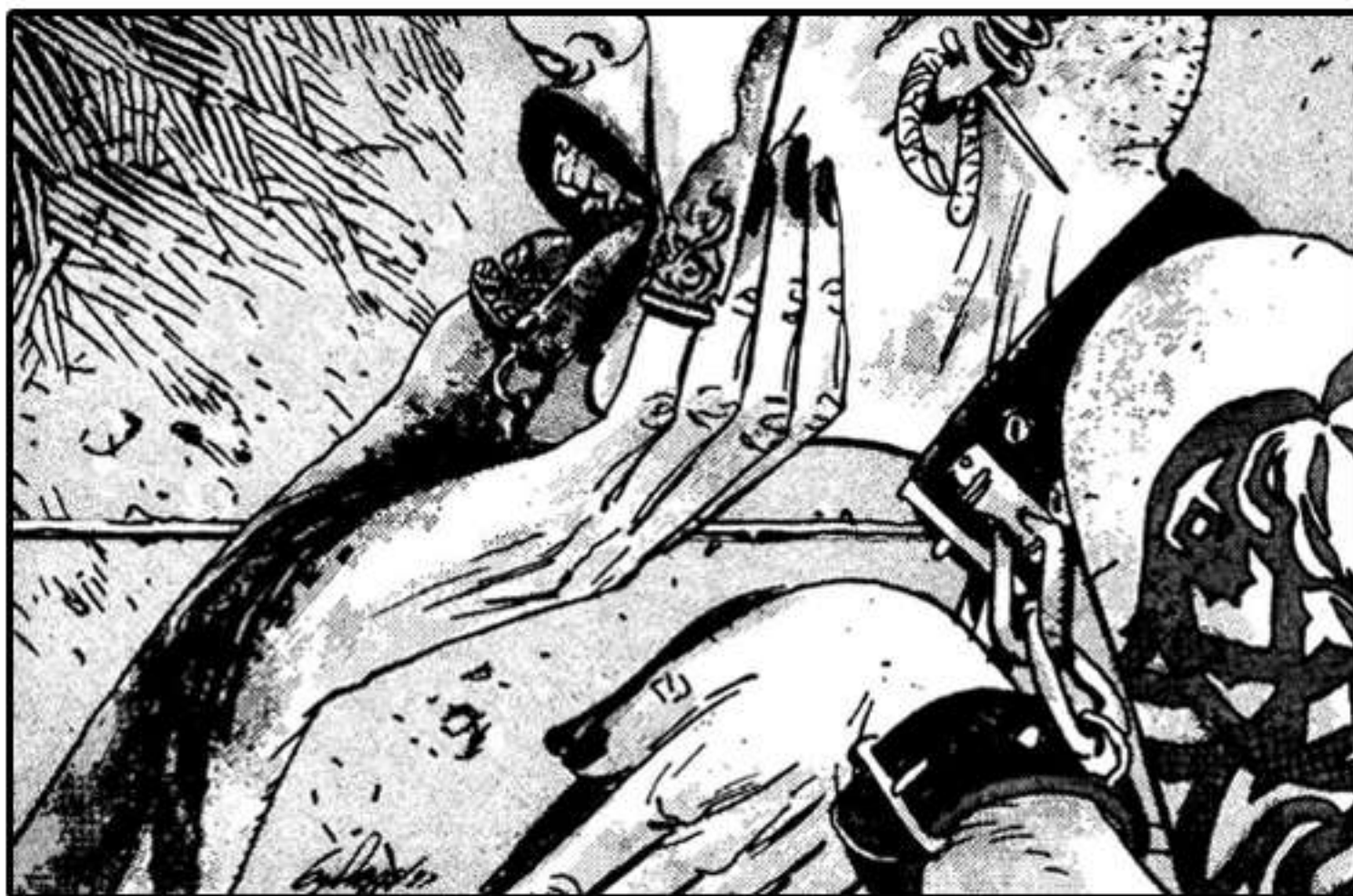
YOU CAN AMPLIFY YOUR COUNTENANCE TO SUPERNATURAL LEVELS. WHETHER YOU APPEAR AS HEARTRENDINGLY BEAUTIFUL, MONSTROUSLY TERRIFYING, OR WIELDING ABSOLUTE COMMAND, EVERYONE WHO VIEWS THEM IS STRUCK BY YOUR IMAGE, UNABLE TO ACT OR EVEN SPEAK AGAINST THE VAMPIRE. TO EXPERIENCE MAJESTY IS TO BE IN THE PRESENCE OF THE DIVINE - OR THE INFERNAL.

ANYONE WANTING TO ACT IN ANY WAY IN OPPOSITION TO THE USER, EXCEPT FOR SELF-PRESERVATION, MUST SUCCESSFULLY WIN A CONTEST OF THEIR COMPOSURE + RESOLVE VS. THE VAMPIRE'S CHARISMA + PRESENCE.

DURATION: ONE SCENE

STAR MAGNETISM

1



PRESENCE 5

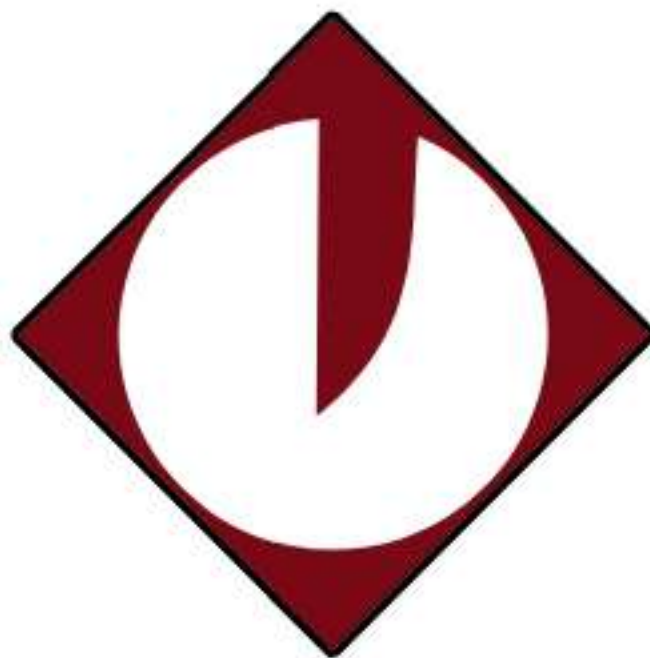


THE PRESENCE POWERS OF THE USER NOW EFFECT PEOPLE VIEWING THEM ON LIVE FEEDS OR HEARING THEM OVER THE PHONE. RECORDED IMAGES OR MESSAGES DO NOT RETAIN THE EFFECT, HOWEVER.

AWE, DAUNT, AND ENTRANCEMENT CAN BE TRANSMITTED THROUGH LIVE FEEDS VIA SCREENS OR PHONES. IF ENTRANCEMENT IS USED, THE VICTIM'S NAME MUST BE SPOKEN CLEARLY, AS THAT POWER ONLY AFFECTS ONE PERSON AT A TIME. ANYONE ELSE VIEWING THE SAME TRANSMISSION ONLY FINDS THE USER CHARMING, BUT NOT SUPERNATURALLY SO.

DURATION: AS power USED

PROTEAN



THE POWER TO MUTATE, SHIFT FORM, AND BECOME EVER DEADLIER PREDATORS IS THE NATURE OF PROTEAN, AS UNDEAD BEINGS BECOME WOLVES OR BATS, BEARING CLAWS AND GNASHING FANGS OF THE NATURAL WORLD.

THE POWER ENABLES A VAMPIRE TO BECOME A BEAST, TURN THEIR LIMBS INTO WEAPONS, OR CHANGE THEIR SHAPE INTO CLOUDS OF MIST TO EVADE CAPTURE, GLIDE THROUGH KEYHOLES, OR SLIP THROUGH CRACKS IN A WINDOW.

NICKNAMES: MORPHING, SHAPESHIFTING, MUTATIO

TYPE: PHYSICAL

MASQUERADE THREAT: HIGH

BLOOD RESONANCE: ANIMAL BLOOD

EYES OF THE BEAST

0 



 PROTEAN 1

♀

YOU CAN WILL A SUPERNATURAL RED GLEAM INTO THEIR EYES, GIVING THEM SIGHT EVEN IN THE TOTAL ABSENCE OF LIGHT.

WHILE ACTIVE THE USER IGNORES ANY SIGHT PENALTIES IMPOSED BY DARKNESS, INCLUDING SUPERNATURAL. WHILE ACTIVE, THE INHUMAN APPEARANCE OF THE EYES CONFERS TWO BONUS DICE TO INTIMIDATION POOLS AGAINST MORTALS.

DURATION: AS LONG AS DESIRED

FERAL WEAPONS

1 



 PROTEAN 2

♀

YOU CAN EXTEND YOUR NATURAL WEAPONS TO MONSTROUS proportions. THIS USUALLY TAKES THE FORM OF FINGERNAILS EXTENDING INTO WICKED TALONS BUT CAN ALSO COME IN OTHER FORMS SUCH AS FANGS ELONGATING INTO VERITABLE DAGGERS, AS FROM A GIGANTIC SERPENT.

WHEN ACTIVATED, THE VAMPIRE ADDS A +2 MODIFIER TO THEIR BRAWL DAMAGE, AND CAUSES AGGRAVATED HEALTH DAMAGE TO MORTALS.

DURATION: ONE SCENE

EARTH MELD

1 



 PROTEAN 3



BECOMING ONE WITH THE SOIL, THE VAMPIRE SINKS INTO THE EARTH. UNLESS IN TORMOR, THE VAMPIRE RISES AGAIN THE FOLLOWING NIGHT.

NO TEST IS REQUIRED, BUT THE VAMPIRE MUST BE ON A NATURAL SURFACE: ROCKS, RAW EARTH, GRASS, ETC. THIS POWER DOES NOT WORK ON CONCRETE, ASPHALT, OR OTHER ARTIFICIAL SURFACES.

WHILE IN THE EARTH THE VAMPIRE IS AWARE OF THEIR SURROUNDINGS, EXCEPT DURING DAY-SLEEP.

DURATION: ONE DAY OR MORE, OR UNTIL DISTURBED

SHAPECHANGE

1 



 PROTEAN 3



YOU CAN ASSUME THE SHAPE OF AN ANIMAL ROUGHLY THE SAME SIZE AS YOUR ORIGINAL MASS. YOU CAN ONLY CHANGE INTO ONE TYPE OF ANIMAL (USUALLY A WOLF, SOMETIMES A LARGE FELINE OR A GIANT SNAKE), USUALLY ONE ASSOCIATED WITH THEIR CLAN OR THE TYPE OF PREY THEY MOST COMMONLY FEED ON.

NO TEST IS REQUIRED. THE TRANSFORMATION TAKES ONE TURN, DURING WHICH THE USER MAY TAKE NO OTHER ACTIONS. UPON TRANSFORMATION, THE VAMPIRE GAINS THE PHYSICAL ATTRIBUTES, SENSES, AND NATIVE SKILLS ASSOCIATED WITH THAT ANIMAL (SEE p. 373)

DURATION: ONE SCENE UNLESS ENDED VOLUNTARILY BEFORE THAT.

METAMORPHOSIS

1



 PROTEAN 4



THIS power GRANTS AN ADDITIONAL ANIMAL FORM TO THE USER, THIS TIME ALSO ENABLING THEM TO CHANGE THEIR SIZE. VAMPIRES MOST COMMONLY METAMORPHOSE INTO BATS, RATS, UNUSUALLY LARGE INSECTS, OR SNAKES.

DURATION: ONE SCENE UNLESS ENDED VOLUNTARILY BEFORE THAT.

MIST FORM

3 



 PROTEAN 5



YOU HAVE THE LEGENDARY POWER TO TURN INTO A CLOUD OF MIST, PERCEIVABLE TO THE EYE BUT UNTOUCHABLE BY ANYTHING SAVE FIRE, SUNLIGHT, AND SUPERNATURAL AGGRESSION. THEY CAN FIT THROUGH PIPES, CREVICES, AND CRACKS. WHILE STRONG WINDS MIGHT BUFFET THEM, NO NATURAL FORCE CAN DISPERSE THE CLOUD.

THE TRANSFORMATION TAKES THREE TURNS, THOUGH IT CAN BE SPED UP WITH ADDITIONAL ROUSE CHECKS ON A ONE-FOR-ONE BASIS.

DURATION: ONE SCENE UNLESS ENDED VOLUNTARILY BEFORE THAT

THE UNFETTERED HEART

0 



 PROTEAN 5

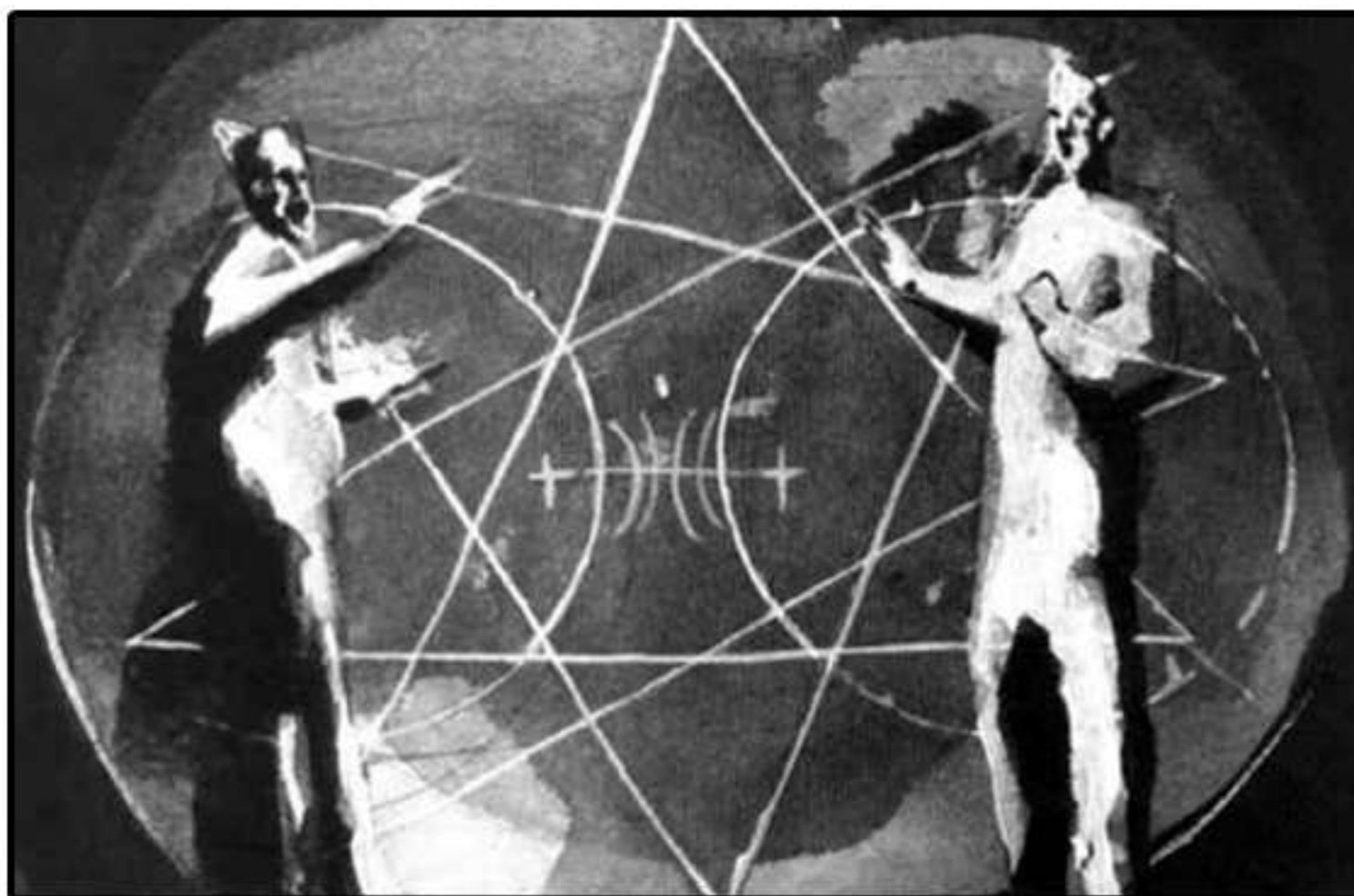


HAVING MASTERED THE POWER OF PROTEAN, THE VERY INSIDES OF THE USER BECOME MALLEABLE, ALMOST VISCOUS. THE HEART, SEAT OF THE VITAE AND UNLIFE OF THE VAMPIRE, DETACHES AND MOVES FREELY, IF SLUGGISHLY, WITHIN THE CHEST. THIS MAKES THE VAMPIRE EXCEEDINGLY HARD TO STAKE AS THE POSITION OF THEIR HEART CHANGES NIGHTLY, AND CAN EVEN ALLOW THE USER TO FREE THEMSELVES FROM PARALYSIS.

DURATION: PASSIVE

BLOOD WALK

1 



THAUMATURGY RITUAL 1



THIS RITUAL EXPANDS UPON THE POWER A TASTE FOR BLOOD ALLOWING THE USER TO LEARN MORE DETAILS ABOUT THE SUBJECT STUDIED, ASSUMING THE SUBJECT IS A VAMPIRE BY MIXING THEIR VITAE WITH THE SUBJECT'S AND REPEATS AN INCANTATION OVER THE CUP, SPENDING AN ROUGHLY AN HOUR.

A SUCCESSFUL ROLL ALLOWS THE USER TO LEARN THE GENERATION AND NAME OF THE SUBJECT AS WELL AS THE SUBJECT'S SIRE. A CRITICAL WIN ALSO INFORMS THE USER OF ANY BLOOD BONDS ACTIVE ON THE SUBJECT, AS REGNANT OR THRALL.

CLINGING OF THE INSECT

1



THAUMATURGY RITUAL 1



THE VAMPIRE GAINS THE ABILITY TO CLING TO WALLS LIKE A GROTESQUE INSECT OR SPIDER BY FILLING A VIAL WITH THEIR OWN VITAE AND CRUSHES THE SPIDER INTO IT, MIXING THE GROUND BITS WITH THE VITAE BEFORE INGESTING IT. (THIS DOES NOT REFUND ANY HUNGER GAINED.)

A SUCCESSFUL RITUAL YIELDS THE ABILITY TO CLING TO WALLS AND CEILING FOR A SCENE, WHILE A CRITICAL WIN EXTENDS THE DURATION TO A WHOLE NIGHT. THE CASTER MUST CLING TO THE SURFACE WITH BOTH HANDS AND FEET; THEY MOVE AT APPROXIMATELY HALF THEIR USUAL RATE.



THAUMATURGY RITUAL 1



THIS RITUAL RESULTS IN A BLOODSTONE, A MAGICAL TRACKER TO WHICH THE CASTER ALWAYS KNOWS THE DIRECTION AS WELL AS GENERAL DISTANCE. AS THE CAMARILLA RETREATS FROM MODERN TECHNOLOGY, THIS PREVIOUSLY NEGLECTED RITUAL HAS SEEN A RESURGENCE IN USE.

THE USER SPILLS THEIR VITAE INTO THE BLOOD IN THE BOWL AND THEN RECITES A CHANT OVER IT FOR AN HOUR, REPEATING THE CHANT OVER THE NEXT TWO NIGHTS. THE PEBBLE (OR MAGNET) ABSORBS THE BLOOD OVER THE THREE NIGHTS; UPON SUCCESSFUL COMPLETION, THE LIQUID APPEARS TRANSLUCENT.

WAKE WITH EVENING'S FRESHNESS

1 



THAUMATURGY RITUAL 1

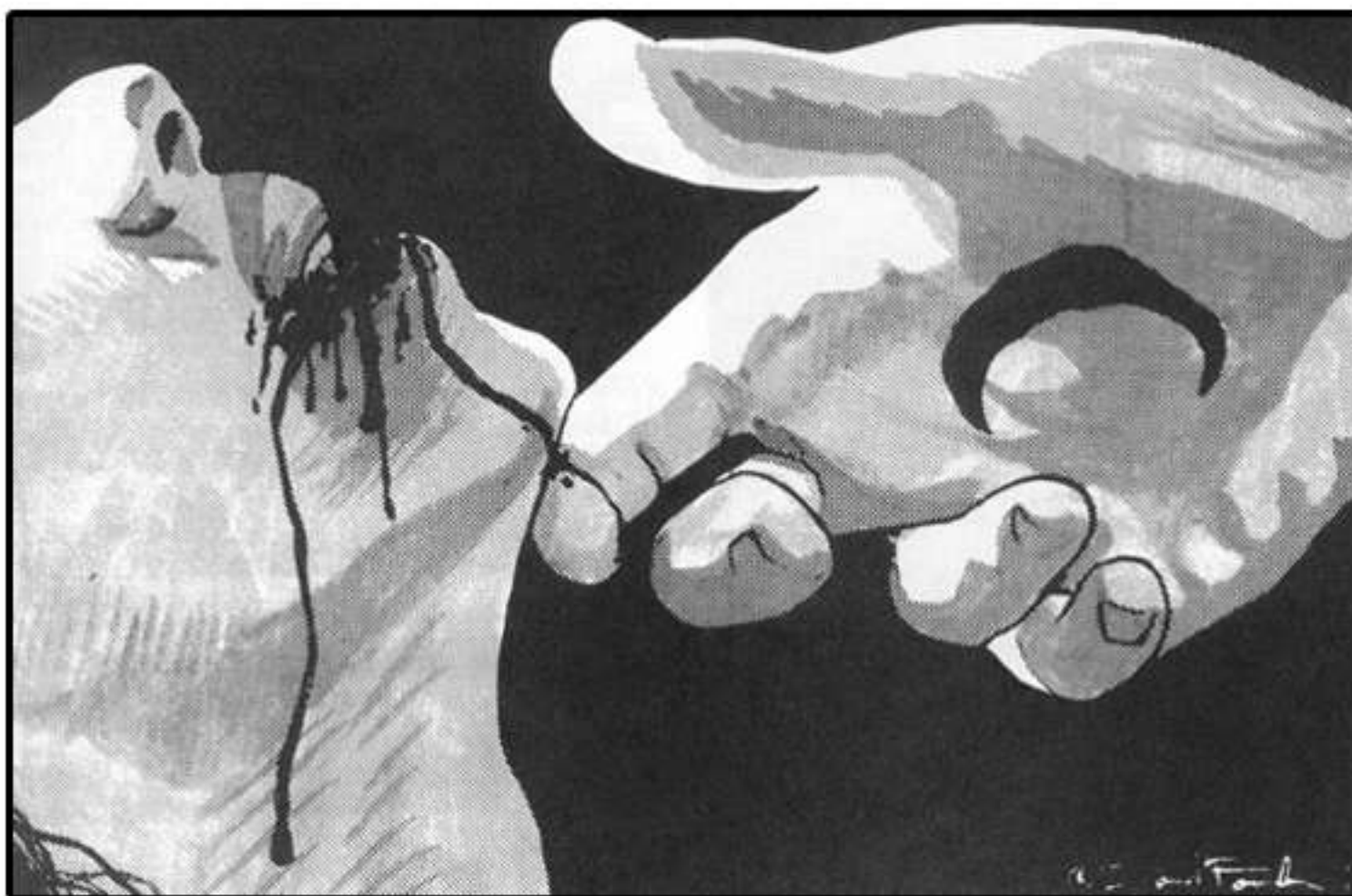


PERFORMED BEFORE DAWN, THIS RITUAL ALLOWS THE CASTER TO AWAKE AT ANY SIGN OF DANGER, FULLY ALERT AS IF AWAKE DURING THE NIGHT.

THE CASTER MIXES THE ASHES WITH THEIR OWN VITAE, DRAWING A CIRCLE WITH THE MIXTURE AROUND THEIR PLACE OF SLEEP.

WARD AGAINST GHOULS

1



THAUMATURGY RITUAL 1



WARY TREMERE CREATED THIS RITUAL TO PROTECT THEMSELVES FROM THE MINIONS OF VENGEFUL RIVALS.

NOTHING APART FROM THE USUAL REQUIREMENT OF THE CASTER'S VITAE ARE NEEDED FOR THIS RITUAL.

COMMUNICATE WITH KINDRED SIRE

1



THAUMATURGY RITUAL 2



THE CASTER USES THE BOND BETWEEN SIRE AND CHILDE TO OPEN A BRIDGE BETWEEN MINDS, ALLOWING THE CHILDE TO CREATE A TELEPATHIC LINK FOR THE PURPOSE OF LONG DISTANCE COMMUNICATION. AS WITH SOME OTHER RITUALS, THIS ONE SEES A RESURGENCE IN THESE NIGHTS OF WIRETAPS AND ELECTRONIC SURVEILLANCE.

THE CASTER SUBMERGES THE OBJECT IN WATER AND LETS THEIR VITAE DRIP INTO THE BOWL, CONCENTRATING UPON THE LAST MEMORY OF THEIR SIRE FOR UP TO 30 MINUTES.

EYES OF BABEL

1 



THAUMATURGY RITUAL 2



BY INGESTING THE TONGUE AND AN EYE OF A PERSON THE CASTER GAINS THE ABILITY TO READ AND SPEAK ANY LANGUAGE KNOWN BY THE VICTIM.

PLUCKING THE INGREDIENTS FRESH FROM THE VICTIM, THE VAMPIRE CHEWS AND SWALLOWS THEM. (THIS MOST LIKELY INCURS A STAIN.)

ILLUMINATE THE TRAIL OF PREY

1



THAUMATURGY RITUAL 2



THE RITUAL ALLOWS THE CASTER TO PERCEIVE THE PREVIOUS WHEREABOUTS OF A DESIGNATED PERSON AS A SUBTLY GLOWING TRAIL, VISIBLE ONLY TO THEM BY SOAKS THE RIBBON IN THEIR OWN VITAE, SETTING IT ALIGHT.

IF THE RITUAL ROLL IS SUCCESSFUL, THE RIBBON CATCHES FIRE DESPITE BEING WET, BURNING FIERCELY LIKE A FUSE. ONCE CONSUMED, THE RITUAL TAKES EFFECT. WHILE THE RITUAL REMAINS ACTIVE, THE CASTER CAN FOLLOW FAINT TRACES OF THE TARGET EVEN IN AREAS WHERE THEY LEFT NO TRACKS, SUCH AS CROWDED CITIES.

ISHTAR'S TOUCH

1



THAUMATURGY RITUAL 1



THE BLOOD SORCERER CAN CONVERT A DOSE OF THEIR OWN VITAE INTO A TOUCH-ACTIVATED NARCOTIC THAT RENDERS A VICTIM UNINHIBITED AND VULNERABLE TO DISCIPLINES SUCH AS PRESENCE AND DOMINATE, ALONG WITH ATTEMPTS AT MUNDANE MANIPULATION, COERCION AND INTERROGATION.

THE USER MAKES A RITUAL ROLL VS. THE STAMINA + RESOLVE OF THE TARGET MORTAL OR VAMPIRE AFTER THEY MAKE CONTACT WITH THE AFFECTED VITAE. FOR THE REMAINDER OF THE SCENE, THE VICTIM SUFFERS A DICE PENALTY EQUAL TO THE MARGIN OF WIN ON THE RITUAL ROLL ON ALL RESIST POOLS INVOLVING COMPOSURE OR RESOLVE.

TRUTH OF BLOOD

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THAUMATURGY RITUAL 2



THIS RITUAL CREATES A MYSTIC POTION CAPABLE OF SIFTING LIES FROM TRUTH. THIS RITUAL HAS POWER ENOUGH EVEN TO SOMETIMES UNCOVER FACTS UNKNOWN TO THE SPEAKER.

THE PERFORMER OF THE RITUAL MIXES THEIR OWN VITAE WITH THAT OF THE SUBJECT IN A VESSEL LARGE ENOUGH TO ALLOW FOR THE DIPPING OF THE FINGER. ONCE IN THE MIXTURE, MAKES A RESOLVE + BLOOD SORCERY VS COMPOSURE + OCCULT ROLL FOR EVERY STATEMENT MADE BY THE SUBJECT.

A SUCCESSFUL ROLL TELLS WHETHER THAT STATEMENT IS TRUE, AS FAR AS THE SUBJECT KNOWS.

WARD AGAINST SPIRITS

1 



THAUMATURGY RITUAL 2



WITH A HANDFUL OF SALT (IN SOME VERSIONS, A HANDFUL OF BRICK DUST) AND MIXED WITH VITAE, THIS RITUAL WARDS AN ITEM AGAINST INCORPOREAL BEINGS SUCHS AS WRAITHS, GHOSTS, AND ELEMENTAL SPIRITS. ANY ATTEMPT BY THEM TO MANIPULATE OR PASS THROUGH THE ITEM TRIGGERS THE EFFECT.

WARDING CIRCLE AGAINST GHOULS

1



THAUMATURGY RITUAL 2



BY DRAWING THE WARDING CIRCLE WITH A HUMAN BONE
DIPPED IN THE VITAE, THIS RITUAL CREATES A CIRCULAR
WARD ON THE FLOOR OR GROUND, INTENDED TO PREVENT
THE PASSAGE OF GHOULS.

DEFLECTION OF WOODEN DOOM

1



THAUMATURGY RITUAL 3



BY PLACING A SPLINTER OF WOOD UNDER THE TONGUE AND DRAWING A CIRCLE AROUND THEMSELVES, THEN MIXING THE SHAVINGS WITH THEIR VITAE AND MEDITATING IN THIS CIRCLE FOR AN HOUR, THE VAMPIRE PROTECTS THEMSELVES FROM BEING STAKED.

IF THE RITUAL ROLL IS A WIN, THE STAKE SHATTERS AS IT TOUCHES THE SKIN OF THE VAMPIRE. (A CRITICAL WIN BLINDS THE ATTACKER FOR TWO TURNS, SHOWERING THEIR FACE WITH SPLINTERS.)

THE PROTECTION LASTS UNTIL THE END OF THE NIGHT OR UNTIL THE SPLINTER IS REMOVED FROM UNDER THE TONGUE OF THE VAMPIRE, WHICHEVER COMES FIRST.

DRAGON'S CALL

1 



THAUMATURGY RITUAL 3



AFTER BEING EXPOSED TO THE VICTIM'S VITAE, EITHER BY DRINKING IT, HAVING IT TOUCH AN OPEN WOUND, OR EVEN THEIR BARE SKIN: A SINGLE DROP SMEARED ACROSS THE ARM IS ENOUGH. BY PIERCING THEIR OWN SKIN WITH THE CEREMONIAL DAGGER, AND SHEDDING VITAE. AS THEIR VITAE HITS THE GROUND THE RITUAL LETS THE USER RUPTURE THE VERY BLOOD VESSELS OF THE VICTIM FROM AFAR

MORTALS EXPIRE RATHER MESSILY, AND EVEN VAMPIRES MUST FEAR THIS SILENT KILLER.

ESSENCE OF AIR

1



THAUMATURGY RITUAL 3



BY REDUCING A MIXTURE OF LEAVES AND BERRIES OF BELLADONNA AND THEIR VITAE, WHILE SPEAKING THE WORDS OF INCANTATOIN OVER A BRAZIER, THE CASTER CREATES A POTION THAT WHEN IMBIBED ALLOWS FOR LIMITED FLIGHT.

THE CAMARILLA FROWNS UPON THE USE OF THIS RITUAL, DUE TO THE EXTREME RISK OF MASQUERADE BREACHES; FOR THIS REASON, ITS POPULARITY HAS LESSENNED CONSIDERABLY IN THE MODERN NIGHTS.

FIREWALKER

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THAUMATURGY RITUAL 3



IN A PAINFUL RITUAL THAT ALLOWS THE CASTER TO MAKE THEMSELVES AND EVEN THEIR COMRADES RESISTANT TO FIRE.

THE VAMPIRE CUTS ONE OF THEIR FINGERTIPS OFF AND BURNS IT TOGETHER WITH THEIR VITAE IN A GOLDEN CHALICE OR BOWL. AS THE BLuish FLAME CONSUMES THE VITAE AND FINGERTIP, SIGNALING THE COMPLETION OF THE RITUAL.

FOR THE REST OF THE NIGHT FIRE DAMAGE TO THE CASTER IS HALVED. THIS RITUAL CAN BE PERFORMED ON OTHERS, BUT THE FINGERTIPS SACRIFICED MUST ALL BELONG TO THE CASTER.

ONE WITH THE BLADE

1



THAUMATURGY RITUAL 3



WITH THIS RITUAL, YOU CAN CREATE A WEAPON THAT BE COMMANDED TO STRIKE WITH INCREASED ACCURACY AND LETHALITY.

THE VAMPIRE MUST FULLY IMMERSE THEIR CHOSEN WEAPON IN THEIR OWN VITAE AND SPEAKS A MANTRA DEDICATING THEIR LIFE TO THE WEAPON. THE WEAPON MUST REMAIN SUBMERGED WITHOUT INTERRUPTION UNTIL THE FOLLOWING SUNRISE.

A VAMPIRE CAN NEVER POSSESS MORE THAN ONE WEAPON DEDICATED THIS WAY. IN ORDER TO PERFORM THIS RITUAL ON A NEW WEAPON, THE PREVIOUS DEDICATED WEAPON MUST BE DESTROYED FIRST.

WARD AGAINST LUPINES

1



THAUMATURGY RITUAL 3



BY MIXING A HANDFUL OF SILVER DUST AND VITAE, THIS RITUAL WARDS AN ITEM AGAINST WEREWOLVES, IN ANY FORM.

ANY ATTEMPT BY THEM TO TOUCH THE ITEM TRIGGERS THE EFFECT.

WARDING CIRCLE AGAINST SPIRITS

1



THAUMATURGY RITUAL 3



BY DRAWING THE WARDING CIRCLE WITH AN IRON KNIFE
DIPPED IN SALT AND VITAE.

THIS RITUAL CREATES A CIRCULAR WARD ON THE FLOOR
OR GROUND, INTENDED TO PREVENT THE PASSAGE OF
SPIRITS. ALTHOUGH MORE DIFFICULT THAN SOME WARDING
CIRCLES, IT IS ONE OF THE MOST COMMONLY FOUND IN
GRIMOIRES AND OTHER SOURCES. A HUMAN OCCULTIST
COULD POTENTIALLY RECONSTRUCT A FUNCTIONING VERSION
OF THIS RITUAL WITH AN INTELLIGENCE + OCCULT TEST
(DIFFICULTY 6), ALTHOUGH THEY COULD NOT CAST IT WITH-
OUT VITAE OR SOME OTHER SUPERNATURAL AID OR
ELEMENT.

DEFENSE OF THE SACRED HAVEN

1



THAUMATURGY RITUAL 4



BY INSCRIBES A NUMBER OF SIGILS AND GLYPHS ON AND AROUND THE AREA TO BE PROTECTED. TAKING SPECIAL CARE ON WINDOWS AND DOORWAYS, THE PERFORMER OF THIS POWERFUL RITUAL CAN WARD THEIR HAVEN AGAINST THE SUN ITSELF, PROTECTING THEIR RESTING PLACE FROM PENETRATION BY ITS DESTRUCTIVE RAYS AS A MYSTICAL DARKNESS BLANKETS THE AREA.

EYES OF THE NIGHTHAWK

1 



THAUMATURGY RITUAL 4



BY FEEDING THEIR VITAE TO A BIRD AND ENTERS A TRANCE, THEN REMOVING THE EYES OF THE BIRD USED AT THE END OF THE RITUAL, THIS RITUAL ALLOWS THE CASTER TO POSSESS A CARNIVOROUS FOWL, USUALLY A RAVEN OR A BIRD OF PREY, DIRECTING ITS FLIGHT AND SEEING THROUGH ITS EYES. PARROTS AND MYNAHS, NOT BEING CARNIVORES, CANNOT BE USED IN THIS RITUAL.

SOME TREMERE SPENT YEARS TRAINING CROWS OR RAVENS TO SPEAK BEFORE USING THEM IN THIS RITUAL.

INCORPOREAL PASSAGE

1 



THAUMATURGY RITUAL 4



BY SPILLING THEIR VITAE ON A MIRROR, CHANTING, AND THEN BREAKING IT, THE CASTER ASSUMES AN INCORPOREAL STATE, NOT UNLIKE A GHOST, ABLE TO FREELY PASS THROUGH OBJECTS AND RENDERED TOTALLY IMMUNE TO PHYSICAL DAMAGE. THEY CANNOT INTERACT PHYSICALLY WITH THE MATERIAL WORLD EXCEPT BY SIGHT AND SPEECH.

WARD AGAINST CAINITES

1 



THAUMATURGY RITUAL 4



ASH WARM FROM A STILL-BURNING FIRE ARE USED IN THIS RITUAL WHICH WARDS AN ITEM AGAINST ALL VAMPIRES EXCEPT THE CASTER. ANY ATTEMPT BY THEM TO TOUCH THE ITEM TRIGGERS THE EFFECT. HOWEVER, A VAMPIRE EXAMINING THE WARD WITH AUSPEX CAN READ THE NAME OF THE CASTER IN IT WITH A SUCCESSFUL CONTEST OF INTELLIGENCE + AUSPEX VS. THE CASTER'S INTELLIGENCE + BLOOD SORCERY; CASTERS RISK TERROR FRENZY, AND CANNOT INSCRIBE THIS WARD THAT NIGHT IF THEY SUCCUMB TO IT.

WARDING CIRCLE AGAINST LUPINES

1



THAUMATURGY RITUAL 4



THE CASTER DRAWS THE WARDING CIRCLE WITH A SILVER KNIFE DIPPED IN WOLFSBANE AND VITAE, CREATING A CIRCULAR WARD ON THE FLOOR OR GROUND, INTENDED TO PREVENT THE PASSAGE OF WEREWOLVES.

IT TAKES ONE FULL NIGHT TO CAST AND A RITUAL ROLL MADE AT THE TIME (AT +2 TO DIFFICULTY) IF THE CASTER WANTS IT TO LAST A YEAR AND A DAY; OTHERWISE IT DISSIPATES AT DAWN.

WHEN THE TRESPASSER ATTEMPTS TO CROSS THE CIRCLE, ROLL A CONTEST OF INTELLIGENCE + BLOOD SORCERY VS THE TRESPASSER'S WILLPOWER.

ESCAPE TO TRUE SANCTUARY

2 



THAUMATURGY RITUAL 5



THE CASTER BURNS TWO CHARRED CIRCLES OF APPROXIMATELY A METER IN DIAMETER, INTO THE GROUND OR FLOOR WITH AN OPEN FLAME, THEN CONSECRATES EACH CIRCLE. CONSECRATION REQUIRES TWO HOURS OF CHANTING PER NIGHT AND TWO ROUSE CHECKS, FOR THREE CONSECUTIVE NIGHTS.

ONCE THIS ARDUOUS RITUAL IS COMPLETED, THE CASTER CAN INSTANTLY TRAVEL FROM ONE TO THE OTHER. THE JOURNEY IS ONE WAY, AND THE CASTER MUST DESIGNATE ONE CIRCLE FOR DEPARTURE WHILE THE "ARRIVAL" CIRCLE SERVES AS AN EXIT.

THE CASTER MAKES THE RITUAL ROLL EACH TIME THEY ATTEMPT TO TRAVEL.

HEART OF STONE

1 



THAUMATURGY RITUAL 5



THE CASTER LIES ON THE STONE SLAB WITH A CANDLE ON THEIR CHEST, LETTING IT BURN DOWN TO NOTHING OVER THE COURSE OF A NIGHT. AS THE FIRE REACHES THEIR CHEST, IT CAUSES ONE POINT OF AGGRAVATED DAMAGE AND FORCES A TERROR FRENZY ROLL (DIFFICULTY 3).

IF THE CASTER DOES NOT ENTER FRENZY, THEY MAKE THE RITUAL ROLL. ON A WIN THE RITUAL COMPLETES; A CRITICAL WIN HEALS THE CANDLE-FIRE DAMAGE AND THEIR UNLIVING HEART HAS BEEN TRANSFORMED TO STONE. THIS MAKES THEM IMMUNE TO STAKES BUT ALSO, THROUGH SOME FLUKE OF SYMPATHETIC MAGIC, COMPLETELY REMORSELESS AND COLD-HEARTED AUTOMATONS TOTALLY UNRECEPTIVE TO EMOTIONAL AND SOCIAL CUES. EVEN MORE SO THAN NORMAL.

SHAFT OF BELATED DISSOLUTION

2 



THAUMATURGY RITUAL 5



BY DRENCHING THE STAKE WITH TWO ROUSE CHECKS WORTH OF THEIR VITAE, WHILE BLACKENING IT IN AN OAK-WOOD FIRE, WHILE READING INCANTATIONS OVER IT. THE CASTER CONFERS A THREE DICE BONUS TO ANY POOL ON ANY ATTEMPT TO STAKE A VAMPIRE, WHETHER HAMMERED IN WHILE THE VICTIM SLEEPS, WIELDED IN MELEE, OR FIRED FROM A CROSSBOW.

SHAFT OF BELATED DISSOLUTION NOT ONLY SEEKS OUT THE HEART OF THE VAMPIRE IT'S AIMED AT BUT ACTUALLY CAUSES FINAL DEATH WHEN REACHING ITS TARGET. IF NEED BE, THE SHAFT WORKS TOWARD THIS GOAL AS A SPLINTER, INCHING ITS WAY THROUGH THE TARGET VAMPIRE'S BODY TO REACH ITS GOAL.

WARDING CICLE AGAINST CAINITES

1



THAUMATURGY RITUAL 5

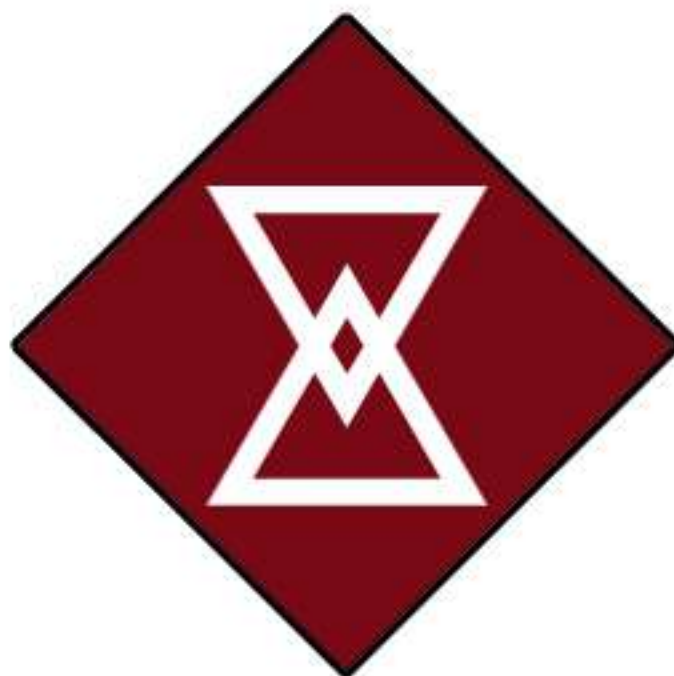


THE CASTER DRAWS THE WARDING CIRCLE WITH A ROWAN WAND DIPPED IN THE MIXTURE OF ASH FROM A STILL BURNING FIRE AND VITAE, CREATING A CIRCULAR WARD ON THE FLOOR OR GROUND, INTENDED TO PREVENT THE PASSAGE OF CAINITES.

IT TAKES ONE FULL NIGHT TO CAST AND A RITUAL ROLL MADE AT THE TIME (AT +2 TO DIFFICULTY) IF THE CASTER WANTS IT TO LAST A YEAR AND A DAY; OTHERWISE IT DISSIPATES AT DAWN.

WHEN THE TRESPASSER ATTEMPTS TO CROSS THE CIRCLE, ROLL A CONTEST OF INTELLIGENCE + BLOOD SORCERY VS THE TRESPASSER'S Willpower.

THIN-BLOOD ALCHEMY



THE VITAE OF THE THIN-BLOODS BARELY HOLDS ANY POWER OF ITS OWN, BUT CERTAIN THIN-BLOODS HAVE LEARNED TO USE IT AS A CATALYST AND AWAKENING THE LATENT POWER IN EVERYTHING FROM HUMAN TRAUMA TO GASOLINE.

CATEGORIES: ATHANORCORPORIS, CALCINATIO, FIXATIO

ATHANORCORPORIS: THE ALCHEMIST USES THEIR OWN BODY

CALCINATIO: THE ALCHEMIST USES THE BODY OF A HUMAN

FIXATIO: THE ALCHEMIST USES A CONVENTIONAL ATHANOR

NICKNAMES: COOKING, HOME BREW, THE CRAFT, MASHUP

TYPE: SORCERY

MASQUERADE THREAT: VARIES

BLOOD RESONANCE: VARIES

FAR REACH

1



THIN-BLOOD ALCHEMY 1



THIS FORMULA ALLOWS THE ALCHEMIST TO USE THEIR MIND TO GRAB, HOLD, AND PUSH OBJECTS OR PEOPLE WITHOUT TOUCHING THEM. WHILE FEW CAN EMPLOY ENOUGH MENTAL FORCE TO ACTUALLY CAUSE DIRECT HARM, A CLEVER APPLICANT CAN FIND MANY WAYS TO GET AN OPPONENT INTO, OR THEMSELVES OUT OF, HARM'S WAY.

DURATION: ONE TURN UNLESS HELD

HAZE

1



THIN-BLOOD ALCHEMY 1



THIS FORMULA CREATES A FIELD OF MIST THAT FOLLOWS THE USER, RENDERING THEM MORE DIFFICULT TO TARGET WITH RANGED WEAPONS AND CONCEALING THEIR IDENTITY.

UPON ACTIVATION A CLOUD OF MIST-LIKE VAPOR SURROUNDS THE ALCHEMIST, MASKING THEIR FEATURES AND OBSCURING THEIR SILHOUETTE. ANYONE ATTEMPTING TO IDENTIFY THE USER OR HIT THEM WITH RANGED WEAPONS SUFFERS A TWO-DICE PENALTY TO THEIR POOL. THE USER CAN EXTEND THE CLOUD TO ENCOMPASS A GROUP OF UP TO FIVE PEOPLE BY MAKING ANOTHER ROUSE CHECK.

DURATION: ONE SCENE OR UNTIL VOLUNTARILY ENDED.

PROFANE HIEROS GAMOS

1 



THIN-BLOOD ALCHEMY 1



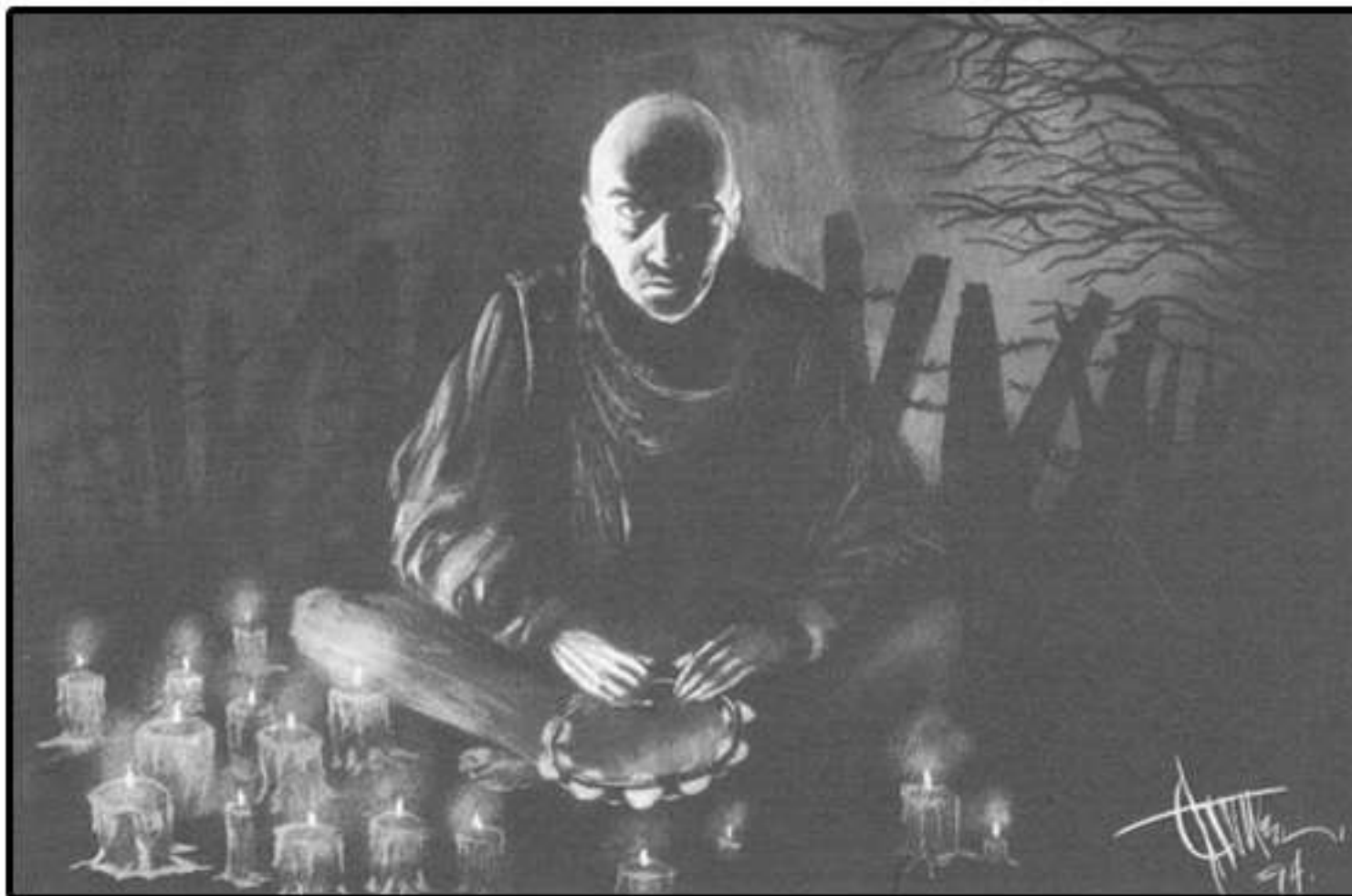
ALCHEMISTS WHO MASTER THE WORLDLY ASPECT OF THE HIEROS GAMOS USE THE FLUID NATURE OF THEIR CONDITION TO CHANGE THEIR GENDER. IT IS A MESSY PROCESS AND REQUIRES GREAT DEDICATION AND CONVICTION, BUT IT IS A POWER THAT MANY KINDRED SECRETLY ENVY IN THEIR UNCHANGING FORM. IT IS ALSO A GREAT WAY TO CHANGE IDENTITY OR ADOPT A NEW MASK.

AFTER BREWING THE FORMULA, THE ALCHEMIST PERFORMS SELF-CASTRATION AND OR MASTECTOMY BEFORE FALLING INTO DAYSLEEP. UPON AWAKENING THEY FIND THEMSELVES A PERFECTLY FORMED SPECIMEN OF THE DESIRED GENDER.

DURATION: PERMANENT UNTIL PERFORMED AGAIN.

ENVELOP

1



THIN-BLOOD ALCHEMY 2



THIS FORMULA CREATES A SQUIRLING MIST THAT ENVELOPS AND CLINGS TO A VICTIM, BLINDING IT (PENALIZING THEM THREE DICE FROM ALL SIGHT-BASED DETECTION AND RANGED ATTACK DICE POOLS) AND (IN THE CASE OF MORTALS) CAUSING SUFFOCATION UPON A SUCCESSFUL CONTEST OF WITS + ALCHEMY VS. STAMINA + SURVIVAL ROLL.

THE ALCHEMIST CAN ONLY EMPLOY ENVELOP ON SINGLE TARGETS, AND ONLY ON ONE AT A TIME.

DURATION: UNTIL SCENE ENDS OR THE ALCHEMIST ENDS THE EFFECT VOLUNTARILY.

DEFRACTIONATE

1 



THIN-BLOOD ALCHEMY 3



THIS FORMULA RESULTS IN A HOMEOPATHIC ELIXIR. WHEN ADDED TO FRACTIONATED MEDICAL SUPPLY VITAE, THE ELIXIR RETURNS IT TO FRESHNESS, ALLOWING VAMPIRES WITHOUT THE IRON GULLET MERIT TO OBTAIN NUTRITION FROM IT.

AIRBORNE MOMENTUM

1 



THIN-BLOOD ALCHEMY 4



THIS FORMULA ENABLES THE ALCHEMIST TO LIFT THEMSELVES FROM THE GROUND, ACHIEVING A STATE OF SWIFT FLIGHT OR FLOATING. THEY CAN FLY IN ANY DIRECTION, INCLUDING UP OR DOWN, THOUGH THEIR CARRYING CAPACITY IS LIMITED.

THE POTION ENABLES THE ALCHEMIST (AND ONLY THEM) TO FLY OR HOVER AT APPROXIMATELY RUNNING SPEED. THE FLIER CAN CARRY A HUMAN-SIZED MASS, THOUGH THEIR SPEED DROPS TO WALKING SPEED. GRABBING AND CARRYING ALOFT AN UNWILLING SUBJECT OR PULLING THE FLIER TO THE GROUND BOTH REQUIRE A CONTEST BETWEEN THE ALCHEMIST'S STRENGTH + ALCHEMY AND THE OTHER'S STRENGTH + ATHLETICS.

DURATION: ONE SCENE

AWAKEN THE SLEEPER

1 



THIN-BLOOD ALCHEMY 5



THIS FORMULA RESULTS IN AN ELIXIR WHICH, WHEN ADDED TO HUMAN VITAE, CAN AWAKEN A VAMPIRE FROM TORPOR.

BY MIXING THE ALCHEMIST'S VITAE, CHOLERIC OR SANGUINE HUMAN VITAE, ADRENALINE, AMMONIUM CARBONATE, HART-SHORN, CAFFEINE OR BENZEDRINE, MELATONIN TOGETHER.